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JANUARY
No. 83
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ODDWORLD Munch's Oddysee™

GameCube Strategy Guide!

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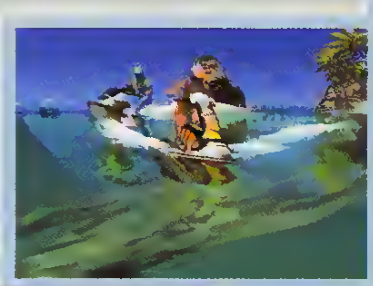
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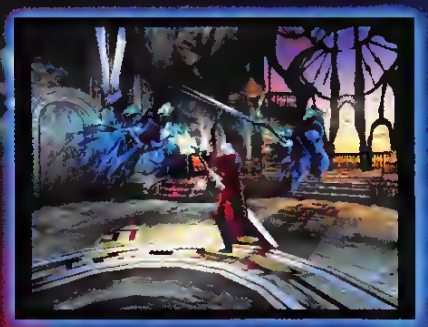
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PlayStation 2

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TIPS & TRICKS



JANUARY 2002

ON THE COVER:
We welcome the new GameCube and Xbox game systems with complete strategy guides for their flagship launch titles: *Luigi's Mansion* and *Oddworld: Munch's Oddysee*.

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Power Up!



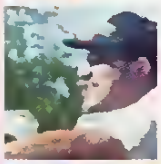
Now that Pepsi Twist has arrived in Southern California, Editor in Chief **Chris Bieniek** has one less reason to miss the Midwest. The thousand or so that remain include Brick cheese, Falco's Pizza, the crisp hawk of September and getting schooled at Scrabble or Rummy by various members of his family. But hey...Pepsi with lemon.
Current Favorite Games: Tony Hawk's Pro Skater 3, Mega Man Battle Network, Spy Hunter, NFL 2K2



Anatole Brown's first significant contribution to the world of journalism was a dissertation on Canadian rock music that he penned for his school paper. In it, he described how the popularity of bands like Saga and Coney Hatch was exaggerated by the Canadian Radio-Television and Telecommunications Commission law that required radio stations to play music of Canadian origin.
Current Favorite Games: Doom, Oddworld: Munch's Oddysee, Luigi's Mansion, Metal Gear Solid 2: Sons of Liberty



To fit last month's eight-page *Batman: Vengeance* strategy guide into just four pages, *Tips & Tricks* Art Director **Lisa Beattie** rented an atom smasher from the University of Wisconsin Medical Physics Department and used it to alter the magazine's sub-atomic structure. The current issue was a lot more fun to produce, mainly because we didn't have to wear those scratchy radiation suits anymore.
Current Favorite Games: Dragon Warrior VII, Madden NFL 2002, Klonoa 2: Lunatea's Veil, Super Monkey Ball



Senior Editor **Ara Shirinian** started writing about video games in *Spectrum*, a self-published fanzine which was described as "one of the year's best" by none other than Arnie Katz, arguably the world's first video-game journalist. It was one of the first in a long string of Ara's proud accomplishments, the latest being his newfound ability to bulge his eyes out like Bernie Mac.
Current Favorite Games: Super Monkey Ball, King's Field IV, Keyboardmania 3rd Mix, Crackin' DJ



Associate Editor **Jason Wilson** started writing about video games with *Nintendo Super Power*, a hand-lettered, crudely illustrated newsletter produced in conjunction with his Nintendo buddy "Garbage Bag" Joe. Sadly, their reviews of fictitious NES games like *Konami Bowl* and *Baseball Farts* were read by just a few dozen people at the local youth center.
Current Favorite Games: NFL Fever 2002, Metal Gear Solid 2: Sons of Liberty, Super Monkey Ball, Silent Hill 2



Associate Editor **Charlotte Chen** loves working at *Tips & Tricks*, and not just because her office has sufficient shelf space to store all of her Simpsons action figures and fast-food premiums. She still gets a warm, fuzzy feeling every time she types a sentence that will eventually be read by a couple hundred thousand people. Like this one.
Current Favorite Games: Super Monkey Ball, Oddworld: Munch's Oddysee, Zoo Tycoon, Sheep Raider



We've been asked by Contributing Editor **Pat Reynolds** to stop writing such ridiculous lies about him on the *Power Up!* page every month. Whenever each new issue comes out, Pat has to sit down and explain to his six children that he doesn't have a wooden leg, a glass eye or a prosthetic left ear. Sorry about that, Pat; we know how tough it must be to adjust to living on dry land.
Current Favorite Games: Tony Hawk's Pro Skater 3, Gauntlet: Dark Legacy, Grand Theft Auto III, Star Wars Rogue Squadron II: Rogue Leader



Every month, freelance strategy guide author **Geoff Arnold** likes to sneak subliminal suggestions into the articles he writes for *Tips & Tricks*. Editor in Chief Chris B. has to really keep on his toes to sniff them out, as Geoff's text is frequently littered with subversive political propaganda and secret messages asking kids to send money to his house in Arizona.
Current Favorite Games: Star Wars Rogue Squadron II: Rogue Leader, Capcom vs. SNK 2: Millennium Fight 2001, Kid Icarus, Tony Hawk's Pro Skater 3



Bill Murray's role as a wannabe hoops hero in the movie *Space Jam* was based on **Mike Daly** of the *Tips & Tricks Sports Desk*. Or was it the other way around? We can't remember. We know that the two of them played *NBA Live '95* against each other, but we're not sure which one was rehearsing a role and which was just looking for an excuse to wreck another Genesis controller.
Current Favorite Games: NASCAR Thunder 2002, NASCAR Heat, NBA Live 2002, Tennis 2K2



If there's one person who shatters the stereotype of the geeky, introverted video-game nerd, it's *Tips & Tricks* contributor **Joe Santulli**. A two-fisted, caber-tossing galoot, he spends as much time playing softball in real life as he does playing *Dusty Diamond's All-Star Softball* on his trusty Nintendo Entertainment System.
Current Favorite Games: Spider-Man, Spider-Man: Return of the Sinister Six, Spider-Man: Web of Fire, Spider-Man 2: Enter Electro



One of **Jamie Andrew**'s many duties as *Tips & Tricks*' Editorial Assistant is to update and maintain our web site. Yep, we have one...but there are no free codes up there, so don't get all excited. It's mainly for people who just found out that we exist and want to know what's in the new issue that you're holding in your hands right now.
Current Favorite Games: Madden NFL 2002, Batman: Vengeance, Dance Dance Revolution, WWF Smackdown: Just Bring It!

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Readers' tips

Got a question or comment for the editors of *Tips & Tricks*? Write to us at this address:

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We can't respond to every letter, but if you're lucky we'll answer your question right here in a future issue!

THE VIDEO-GAME LLAMA

Hello! I'm what my friend calls a llama: someone new to the video game world. I've been playing games since I was six (I'm 12 now) and have beaten only 10 games, including *Super Street Fighter II*, *Metal Gear Solid*, *Mega Man Legends*, *Resident Evil 2* and *3*, *Sonic the Hedgehog* and *Final Fantasy VII* through *IX*. I want to ask a few questions:

1. How many "bits" do all the new systems have? My classmates and I are debating which has more bits, PlayStation 2 or Xbox?

2. My 11-year-old brother says that the PS one is a battery-powered system.

3. Is Hideo Kojima of *Metal Gear* retiring?

—Christopher Sanders
Bradenton, FL

Well, Christopher, for a "llama," your video-game experience seems to be quite extensive...in fact, at your age you're not even supposed to be playing "M"-rated games like Metal Gear Solid *and* Resident Evil. *Here are some answers to your questions:*

1. The GameCube's main processor, called the "Gekko," is an offshoot of IBM's PowerPC architecture. Its clock speed is 485 MHz and it handles instructions that are 32 bits long. The Xbox's main processor is a 733 MHz Pentium III and its length for normal instructions is also 32 bits long. However, for floating point operations, both architectures can handle 64-bit chunks, and the Pentium III has special "MMX" instructions that can handle data up to 128 bits long. On the other hand, we have the PS2, which has 128-bit architecture but with a 295 MHz main processor.

What this means in general is that even though the PS2 is the slowest of all three systems, it does more per unit of time. As we have said in the past, though, the number of bits the CPU can process at once is not really relevant to the overall performance of the system. It's kind of like measuring the extinguishing power of a fire truck by just looking at the width of the hose; there are lots of other factors to consider.

2. The PS one is not battery powered all by itself; it just draws power from a 7.5-volt DC input. This means that you can feed it basically any power source that outputs the same amount. The console comes with an AC adapter, but there are a couple of battery products that you can buy separately.

3. Not that we know of.



Here's the Browser screen that shows memory card save file information on the PS2.

FILE PROTECTION

Recently, I got a PlayStation 2 and was messing around with the memory card management functions. I noticed there's a line that says "file protection." I'd like to know what file protection is and how to get it.

—Jay Gautier
La Porte, IN

On the PlayStation 2, the "File Protection" parameter on memory card files can take one of two values that we have seen so far: "None" and "Copying Prohibited." This value is not accessible for you to change or set. Instead, the developers of a particular game designate their save files to be either copyable or not copyable. However, the only example we have seen where the copy protection is set on is the DVD player software for the Japanese PS2, which resides on the memory card! In American PlayStation 2 consoles, the DVD player is built into the hardware. Virtually all memory card files have this parameter set to "off," so you can freely copy files, but the ability is there for game developers to keep you from copying something if they ever wanted to do it that way.

What good would this do? Well, in some games where trading of items like monsters or cars is involved, it might be used as a way to keep sneaky players from accumulating an indefinite number of items by copying their own files and "trading" with themselves.

COPYCATS

I just want to start off by saying that I love your magazine. My friends and I were arguing about the Game Boy Advance. I said it had nothing to do with Sega, buy my friend said the Advance had its plans (layout) taken from the Game Gear. Sure, there ARE some Sega titles for the GBA, but is Sega a part of Nintendo? (I doubt it.) Finally, what the heck does hooking your Game Boy Advance up with the GameCube do?

—Michael Berger
Tampa, FL

The Sega Game Gear does have a similar layout when compared the Game Boy Advance...but so do the Sega Nomad, Atari Lynx, SNK NeoGeo

continued on Page 14

TOKEN OF THE MONTH



Front



Back

This month's token comes from the Golden Cue in Yuma, Arizona. It was sent in by Bryan Heppel from Yuma. Thanks, Bryan!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

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Beverly Hills, CA 90211

SKECHERS SPORT

01



continued from page 12

Pocket and Bandai Wonderswan (which was only released in Japan). In fact, all of the portable game systems that have ever been released fall into one of two styles: the "long" configuration (where the screen is in the middle of the buttons) and the "tall" configuration (where the screen is above the buttons). These are really the only two sensible ways to put the screen and buttons on a portable game machine, though...and besides that superficial similarity, the Game Boy Advance is completely different from the Game Gear in almost every way.

With regard to your Game Boy Advance question: It's hard for us to say, since no game uses this kind of functionality yet. Obviously, you're going to be able to transfer information back and forth between a Game Boy Advance game and a GameCube game. For example...well, since you were just asking about Sega, Sonic the Hedgehog Advance *can exchange Chao breeding data with* Sonic Adventure 2 Battle *on the GameCube.*

SHEN-WHO?

I have several questions and comments about video games, retailers and companies. First on my list is *Shenmue*. I have done some research to try to find out what *Shenmue* means in Japanese. To the best of my knowledge, it means "no support." If you could tell me if I am correct, please let me know.

Next, I'd like to make a comment about some of the stores that have a "No one under 17 allowed to purchase M-rated games" policy. I went in to buy a double of *Resident Evil Director's Cut*, because my original was getting ragged. The guy at the counter wanted to card me. I had to get my dad to come in and buy it for me. I only played it six years ago! I know what your response to this will be, and I agree with it, but a lot of younger readers may not—I just want to hear it said again for their benefit. But it's cool, because I turn 17 in four days!

Lastly, I think we should give Sega a break. Everyone rips on Sega. People suddenly forget all the great times the Genesis, Saturn and Dreamcast have brought them. I would just like to get your opinions on it, and what you think about it. Gotta go, I'm getting misty.

—Blake Carris
Acworth, GA



The box art for the Japanese version of *Shenmue*.

Actually, the title Shenmue *is the English phonetic approximation of a Japanese phonetic approximation of a Chinese word! It sounds more like "sa mu" in Chinese. The first character, "sa" or "sha," means "sedge." The second character, "mu," means "tree." If you said the word in Japanese, it would be pronounced "hamasugeki." However, the Japanese name of the game is still* Shenmue, *probably because its creator, Yu Suzuki, wanted to emphazise the Chinese word over the Japanese one. It's not common practice, but it happens. A similar example is the movie* Chocolat, *which was deliberately titled in French even though the movie was in English.*

Although there is no explicit mention of its title anywhere in the game, it is widely believed that Shenmue *at least partially refers to the tree that's next to Ryo's house in the game. And for those of you who care, the Chinese girl's name, Shenhua, means "sedge flower."*

To answer your second question, we think it's a good thing that stores are starting to require identification for M-rated games. In this regard, the industry is in a wierd transitional phase. Since most video games were understood as being primarily for kids, it was not unusual to see these games being sold at toy stores and similar outlets. However, even though the content of many games has evolved, we still see all of them being sold in the same places—partly because there's few other places to sell them! In other words, the outlets have remained the same, while the products have gradually become more mature over time. Nowadays, it's not unusual to see games like Grand Theft Auto III *at Toys "R" Us. This is a store that also sells children's videos...but you'd never see a movie like* Goodfellas *for sale there! If you think about it, the idea of a children's toy store requiring IDs to check the age of the customer is a little silly. But hey, at least the system is working...sort of.*

Finally, we agree that Sega has been getting a bad rap...but now that the company has decided to focus on making games for all systems instead of worrying about creating and supporting its own hardware, we expect that it will return to powerhouse status before too long. Sega may have made a few bad business decisions over the years, but it is also responsible for some of the best video games ever created—and in our book, that counts for a lot.



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Luigi's Mansion

by Ara Shirinian

Another year has gone by without the release of a traditional Mario game. With such a popular series and game genre, you'd think that Nintendo would be quicker to bring to fans what they've been clamoring for. But in an industry where publishers tend to milk one game engine and character for all they can, originality is rare and valuable. Of course, it's not like Luigi is a new character or anything...and some may argue that *Luigi's Mansion* is a tongue-in-cheek homage to *Resident Evil*. Still, it is laudable for Nintendo to have the guts to mix it up, even if it is just a little bit. In this strategy I'll detail everything you need to know to conquer Luigi's spooky mansion. Let's go!

Warp Mirrors



You can find mirrors in many rooms. If you look at any mirror with Search Mode and press **A**, you'll be automatically warped to the Foyer. This is a good way to quickly move around the mansion. The only way to leave some rooms like the Sealed Room or the Hidden Room is by warping in this manner.

Resetting Rooms

You can reset some of the temporary state changes made to a room by leaving it and returning to it. However, sometimes you will need to step into another room two doors away in order to completely reset things like drawers and chests you may have opened.

Checking Objects

Almost every object that you see in *Luigi's Mansion* can be checked in two different ways: manually and by using the vacuum. By manually, I mean walking up to the object and pressing **A**. To check something with the vacuum, all you need to do is turn the vacuum on and stand sufficiently close to the object. You'll have to keep it on until you hear and see the brown dust escape from whatever object you're checking. If this does not happen,you either have to vacuum for a longer period of time, or you're not close enough, or the vacuum is not pointed in the proper direction. In addition, there are some objects that can only be manually checked; for example, the instruments in the Conservatory. In this strategy guide, I'll specifically point out when you need to manually check objects.

Objects can contain money, hearts, items or nothing at all. If you're going for a high score, check *everything*—even if you come across an object you have previously checked. You will find that money or hears are randomly restocked in these places. Finally, don't forget about the ceiling fixtures!

Valuable Items

There are 12 different items you can find that are equivalent to different amounts of cash. Any of these will disappear if left on the ground for more than a few moments. Pearls are only dropped by Portrait Ghosts as you vacuum them, and the size of pearls dropped is directly proportional to the amount of damage you inflict on the ghost before it breaks free. Usually, a big pearl will only appear if you can defeat the ghost with one continuous vacuum.

Coin	= 5,000 G
Bill	= 20,000 G
Gold Bar	= 100,000 G
Blue Gem	= 500,000 G
Green Gem	= 800,000 G
Red Gem	= 1,000,000 G

White Diamond	= 2,000,000 G
Red Diamond	= 5,000 G
Gold Diamond	= 20,000,000 G
Pearl (Big)	= 1,000,000 G
Pearl (Medium)	= 100,000 G
Pearl (Small)	= 50,000 G

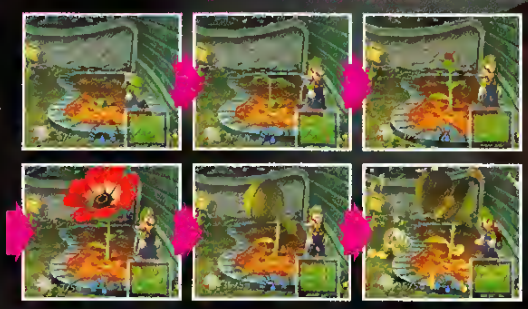
Elemental Effects

As you progress through the game, you'll find three different medals that will allow you to expel either fire, ice or water from the vacuum. Sometimes you'll see ghosts with a heart surrounded by one of these elements. In order to defeat such enemies, you'll have to first attack with the opposite element to turn them into normal ghosts. In other words:

- ★ Use FIRE against ICE.
- ★ Use ICE against WATER.
- ★ Use WATER against FIRE.

The Bone Yard Plant

The plant in the Bone Yard is a special case. Initially, it will appear as a big seed stuck in the ground. You have to water this one repeatedly for it to give up anything, but your reward will be a gold diamond! The following is the minimum action you must take in order to receive the item. It won't matter if you do any more than this, but you cannot do less:



1. Water the plant the first time you enter the Bone Yard, before battling the second boss.
2. Water the plant after defeating the second boss, immediately after obtaining the key to Area 3.
3. Water it again after defeating the third boss, immediately after obtaining the key to Area 4.

Watering Plants



The only way to check plants is to water them. Vacuuming or manually checking will not work. Usually, plants will give up lots of money and even gems, so it's important not to miss these! Here are all the rooms where plants may be found:

- ★ Bone Yard (1F, Area 2)
- ★ Small balcony next to Wardrobe Room (2F, Area 1)
- ★ Master Bedroom (2F, Area 1)
- ★ Courtyard (1F, Area 3)
- ★ Balcony (3F, Area 3)
- ★ Sitting Room (2F, Area 4)
- ★ Guest Room (2F, Area 4)

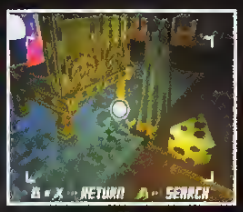
HIDDEN CHEESE

Pieces of cheese are hidden in certain rooms. While most of these are hidden behind objects, they will never appear in the normal camera view even if they're not obscured. You'll have to use Search Mode to see them. What's the significance? Well, if you check the piece of cheese in Search Mode, a gold mouse will appear! If you're able to vacuum the gold mouse successfully, it will drop lots of cash. However, gold mice will only appear in a dark room. If you've already cleared the room, you will not be able to get the gold mouse to come out. If the mouse runs away too quickly, you can leave the room and return to reset its position. Also, a gold mouse might spontaneously appear in dark hallways.

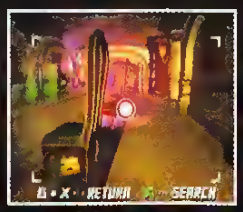
Here are the rooms where you can find pieces of cheese:



Study
(2F, Area 1)



Fortune-teller's Room
(1F, Area 2)



Dining Room
(1F, Area 2)



Tea Room
(2F, Area 3)



Safari Room
(3F, Area 3)

CAPTURING BOOS



After you clear all the events in the Storage Room, 50 boos will be released throughout the mansion. You won't be able to capture all of them until the very end of the game, but it's best to start capturing as many as you can as you progress. This way, it will be easier to keep track of their locations and you won't have to spend as much time wandering the mansion looking for them. If you capture all 50 before battling the fourth boss, the last one will drop a gold diamond! Remember, Boolossus counts as 15 Boos, but King Boo is not included in the count.

MANSION MAP

LEGEND

- Save Point
- Big Heart
- Fire Element Medal
- Water Element Medal
- Ice Element Medal
- Fire Element
- Water Element
- Ice Element
- Mario's Hat
- Mario's Letter
- Mario's Glove
- Mario's Shoe
- Mario's Star
- Area 1
- Area 2
- Area 3
- Area 4

BIG HEARTS

When you really need to recover some life, it seems like you can never find hearts. However, there are two locations in the mansion that will always produce a big heart when checked. You can return to these places anytime to restore your health!



The drawer in the Nursery
(2F, Area 1)

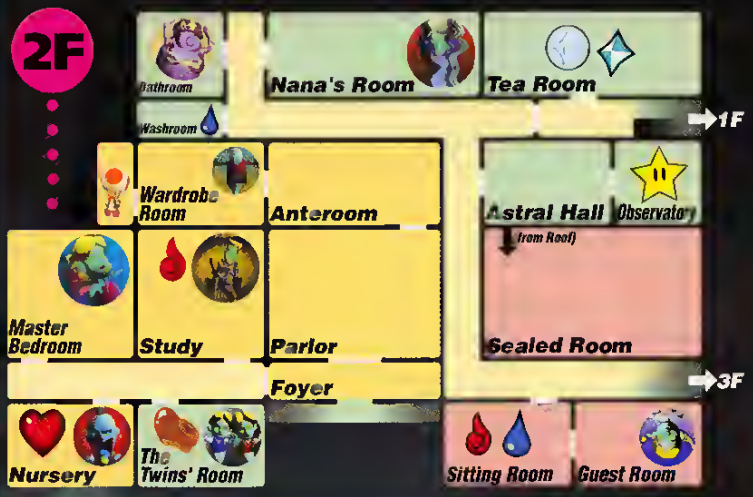


The chest in the Safari Room
(3F, Area 3)



MANSION MAP CONTINUED ON NEXT PAGE

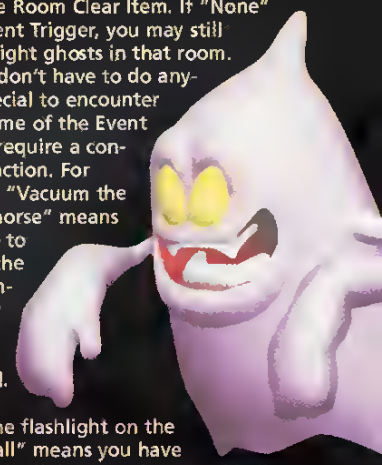
MANSION MAP CONTINUED





GAME FLOW

Each room may contain what I call an Event Trigger. This is a special action you perform that will set one or more events in motion. The event that is being triggered might call a number of ghosts that you must defeat, or it may just give you an item. In all cases, the item you obtain after completing one or more events is called the Room Clear Item. If "None" is the Event Trigger, you may still have to fight ghosts in that room. You just don't have to do anything special to encounter them. Some of the Event Triggers require a continuous action. For example, "Vacuum the rocking horse" means you have to vacuum the horse continuously until an event is triggered. Similarly, "Shine the flashlight on the crystal ball" means you have to shine the light onto the crystal ball continuously until an event is triggered. Also, the Event Trigger may or may not be the action that's required of you to obtain the Room Clear Item. For example, sometimes you might need to trigger further events after the room has been cleared.



The chart below details what special actions you must perform in each room to clear it. Only items other than money are listed in the "Item" column. The rooms are listed in the order you'll encounter them (except for the secret rooms), so you can follow this chart as you progress through the game.

AREA 1

Room	Event Triggers & Notes	Room Clear/ Event Item	Portrait Ghost
Foyer	• Manually check the upstairs double door, then walk downstairs	Key to Parlor (2F)	
Parlor	• Shine the flashlight on all [illegible]	[illegible]	
Anteroom	—	—	
Wardrobe Room	• Check the wardrobe on the left	[illegible]	
Study	• Vacuum the ghost in the rocking chair while he is yawning. Face away from him to get him to yawn	Key to Master Bedroom (2F)	Neville
Master Bedroom	• Vacuum open the right curtain, then vacuum the ghost immediately after she gets up to close the curtain	Key to Nursery (2F)	Lydia
Nursery	• Vacuum the rocking horse • Throw the ball at the baby	Key to Area 2	Chauncey



FIRST BOSS: CHAUNCEY

In the battle with Chauncey, you must avoid all of his attacks until he throws balls into the crib. While avoiding the balls, look carefully; you'll notice that all of them disappear after bouncing a few times except one. Pick up this ball and throw it at Chauncey. After he sustains a hit, his heart will be exposed and you'll have an opportunity to vacuum some of his life away. If he trips you up, just wait until the balls appear again and repeat as necessary.


Study


Master Bedroom

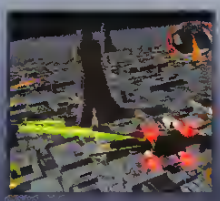

Nursery



STAR WARS
ROGUE LEADER
ROGUE SQUADRON II

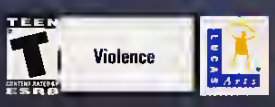








Got a problem with the Dark Side? Get ready to lead Rogue Squadron in epic dogfighting so real they'll have to peel you out of the cockpit. ***Star Wars* Rogue Squadron II: Rogue Leader** only for Nintendo GameCube.™



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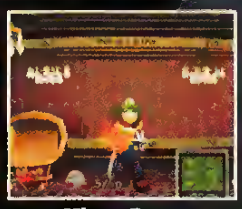
AREA 2

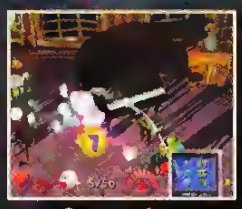
Room	Event Triggers & Notes	Room Clear/ Event Item	Portrait Ghost
1F Bathroom	—	Key to Ball Room (1F)	
Hall Room	—	Key to 2F Washroom (1F)	Tall Boo's Whiskers
Storage Room	• Check the button whose image is reflected in the mirror • Vacuum the "Danger!!" poster to reveal another button to press	Boo Radar	
Various	• Capture the Boos you meet in the mansion	1F Washroom opens	
1F Washroom	• Check the toilet	Key to Fortune-teller's Room (1F)	
Mirror Room	• Light all the candles in the room	Key to Area 3 (1F)	
Fortune-teller's Room	• Shine the flashlight on the crystal ball • Light all the candles in the room	Key to Laundry Room (1F)	
Laundry Room	• Check the laundry machine	Mario's Hat	
Butler's Room	• First, find Shivers in the 1F hallway. Light the candles he is carrying, then follow him to Butler's Room • Using Search Mode, check the mouse hole in the wall on the right. If you walk up to the hole now, you'll be sucked into the Hidden Room	Key to Conservatory (1F)	Shivers
Sunset Melody	• Manually check all seven instruments besides the piano. Melody will appear sitting at the piano. Answer her question correctly and she'll battle you	Key to Dining Room (1F)	Melody Pianissima
Dining Room	• Light all candles in the room, then vacuum away the ghost's food	—	Mr. Luggs
Kitchen	• After the first battle, you must use fire to defeat this kind of ghost	Water Element Medal	
Boneyard	• Walk up to the ghost dog repeatedly to make it follow you. Another ghost, Mr. Bones, will eventually appear. Defeat him first, then go for the dog • After beating the dog, use Search Mode to check the doghouse's opening. Walk up to it to enter the Graveyard • Water the seed here to make it grow. Return to water it after beating the second boss and after the third boss	—	Spooky
Graveyard	• Check the gravestones	Key to Area 3	Bogmire

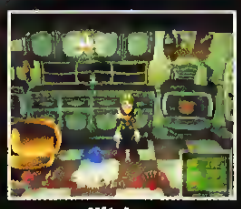

Ball Room



Storage Room

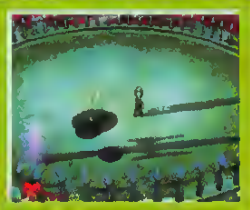

Mirror Room


Conservatory


Kitchen

SECOND BOSS: BOGMIRE

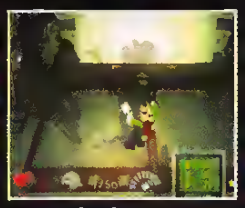
During this battle, you'll find Bogmire and a number of clones that look just like him. Bogmire will appear in a transparent purple color, and the clones look like dark silhouettes. To expose his heart, vacuum up one of the clones, preferably one of the big ones. As you do this, the clone will form into a ball. You know what do to with something like this, right? Just throw it at Bogmire, then you'll be able to vacuum him directly.



AREA 3

Room	Event Triggers & Notes	Room Clear/ Event Item	Portrait Ghost
Courtyard	• Check the bird house.	Mario's Letter	
Bottom of the Well	• Walk to the rightmost point	Key to Rec Room (1F)	
Rec Room	• Manually check one of the punching bags to attack the ghost. Repeat until he lays on the ground, then vacuum!	—	Biff Atlas
Tea Room	• After clearing the room, step on the crown marker on the ground to reach the treasure chest	Ice Element Medal	
2F Washroom	• Check the toilet.	—	
2F Bathroom	• When you encounter the dumb ghosts	Key to Billiards Room (2F)	Mrs. Clumps
Billiards Room	• Throw the billiard balls at the ghost	—	Slim Bankshot
Projection Room	• Check the projector	Mario's Glove	
Nana's Room	• Manually check the yarn basket, then throw each yarn ball at Nana	Key to The Twins' Room (2F)	Nana
The Twins' Room	• Jump on the trampoline multiple times, then choose "Let's play!" when the prompt appears. To check if a twin is hiding in a box, pour an element over it first. If the box shakes, one of them is hiding inside	Mario's Shoes	Hedgehog and Orville
Astral Hall	• Light all the candles, then step into their center	Path to Observatory opens	
Observatory	• Look through the telescope, then use the yellow Dimension Shot into the image of the moon	Mario's Star	
Fortune-teller's Room	• Show all five of Mario's items to Madame Clairvoya	Key to Safari Room (3F)	Madame Clairvoya
Safari Room	• Check the dead tree	Key to Balcony (3F)	
Balcony	• Walk up to the ring of Boos. • You must have captured at least 20 Boos before you can enter this room.	Key to Area 4	Boolossus


Tea Room


Projection Room


The Twins' Room


Observatory


Fortune-teller's Room

THIRD BOSS: BOOLOSSUS

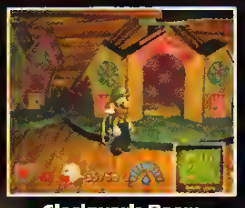


Boolossus is a giant Boo made up of 15 regular-size Boos. In his giant state he cannot be harmed in any way. When the battle begins, run toward one of the frozen statues on either side of the balcony. The idea here is to get Boolossus to ram into the front of the ice statue. Just position yourself so that the ice statue is between you and him. You can also use the vacuum to draw him closer if he's not maneuvering in the desired direction. If the impact is just right, Boolossus will explode into the 15 smaller Boos. Now, suck up an ice element and spray it at the little Boos. For each one, you must first freeze it so it falls onto the ground, then vacuum it up. A Boo will not stay frozen for long, so you should start sucking up as soon as you freeze one or two. Eventually, the remaining Boos will re-form ...but as you remove more of them, you'll notice that Boolossus' size will decrease correspondingly. Just continue the same pattern until they're all gone.

AREA 4

Room	Event Triggers & Notes	Room Clear/ Event Item	Portrait Ghost
Wardrobe Room	• Face away from the mirror. Vacuum the ghost when his heart becomes exposed.	Key to Breaker Room (BF)	Uncle Grimmly
[illegible]	[illegible]	[illegible]	
Cellar	• Check all the objects.	Key to Clockwork Room (3F)	
[illegible]	[illegible]	—	
Clockwork Room	• Manually check all the clocks to turn them on. To defeat the soldiers, first vacuum the keys on their backs!	Path to Roof opens	Clockwork Soldiers
[illegible]	[illegible]	[illegible]	
Armory	• Manually check the armor statues and chests.	Key to Pipe Room (BF)	
[illegible]	[illegible]	—	[illegible]
Pipe Room	• Spray the green pool with ice, then turn the red wheel.	Key to Cold Storage (BF)	
Cold Storage	• Light the two chimneys. When the ghost begins to attack, throw flames at him until his heart is exposed.	Key to The Artist's Studio (3F)	Sir Weston
The Artist's Studio	—	Key to Secret Altar (BF)	Vincent Van Gore
Secret Altar	• You must have captured at least 40 Boos before you can enter this room.	—	King Boo


Wardrobe Room


Clockwork Room


Armory


Pipe Room


Cold Storage

FOURTH BOSS: KING BOO





Here it is, the final boss. Not only is King Boo here, but so is Bowser! This guy seems really tough to beat at first, but once you memorize his pattern of behavior the mechanics are actually quite easy. Bowser initially has three varieties of attacks: a flame, a vacuuming technique of his own and a volley of spiked balls which will sit for a while before exploding. Basically, you will want to avoid all these attacks except the spiked balls. Using your vacuum, you can pick them up and throw them back at him! However, because they're so heavy, you won't be able to aim upward. Because Bowser's head is the weak point, you will have to pick up a ball, then wait for him to begin one of his two other attacks (flame or vacuum), where he will lower his head to the ground each time. Sometimes, he might decide to jump in the air instead. If you see this, drop the ball and run away! Wait for another volley before trying again. Alternatively, if you aim at his head and miss, you should also wait until the next volley. If you successfully score a hit, King Boo will come out. Aim your vacuum for him, but be aware that Bowser's head will be spitting ice at you during this time. Don't be too greedy! Concentrate on dodging the ice and try to damage King Boo simultaneously. After a few moments, King Boo will leave and Bowser will re-start his attack pattern.

If you decide to save your game after this battle, make sure you have accomplished everything you want to. After this, the entire castle will reset and you'll have to start over from the beginning! Make a copy of your save file beforehand, just in case.

SECRET ROOMS

There are a few secret rooms in the mansion. You won't get any important items here, but you will find lots of cash! The Hidden room can be accessed from Butler's Room in Area 2, and the Sealed Room can be accessed from the Roof in Area 4.

Room	Event Triggers & Notes	Room Clear/ Event Item	Portrait Ghost
Hidden Room (1F)	• Just open the chests and defeat all ghosts.	—	
[illegible]	[illegible]	[illegible]	
Sitting Room (2F)	• Light both candles on the wall.	—	
Guest Room (2F)	• Pour water all over the bed. After defeating Sue Pea, leave the room and return again to reach the treasure chest.	—	Sue Pea


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1



2



3

Oddworld Munch's Oddysee™

by Charlotte Chen

Abe (an amiable everymud-type who all the Mudokons count as a friend) and Munch (the last of the one-legged amphibians known as Gabbits) are the unlikely pair who journey together through this very Odd world indeed. Their mission to rescue their enslaved friends and the entire Gabbit race depends on the creative utilization of their unique abilities. This third installment of the *Oddworld* series (*Abe's Oddysee* and *Abe's Exoddus* both appeared on the PlayStation) maintains conventions that gamers familiar with the series will recognize, including Gamespeak, Possession and other time-honored traditions. Newcomers to Oddworld will find it filled with a strange combination of intelligent and toilet humor (make Abe fart for a few laughs,) difficult but logical puzzles and an affinity for the underdog.

You will need to switch between Abe and Munch frequently to progress through the game. Keep their unique skills in mind. In the early stages, you control one character at a time. After they join forces, I'll note which character needs to perform each task by designating it with an Abe icon or a Munch icon.



Abe's Abilities

- Growing Spooceshrubs
- Possession
- Jumping
- Lifting
- Speaking to Mudokons (and Munch)



Munch's Abilities

- Swimming
- Zapping
- Releasing and Speaking to Fuzzles (and Abe)
- Using machinery
- Riding a wheelchair

Quicksave

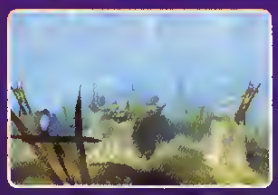
Since the Xbox has an internal hard drive, you have the option of saving at any point in the game. Right before attempting a difficult jump, or a dangerous jaunt through a minefield carrying a helpless Mudokon Scrub, use Quicksave; if you die during the attempt, just Quickload the game and try again. If you use Quicksave more than once, it writes over your last Quicksave, and it is not permanent. If you are going to turn off the Xbox, save normally to the hard drive or the Xbox Memory Unit.

Raisin's Cave



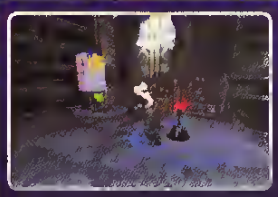
This level is basically a tutorial section. Pick up all the Spooceshrubs, then grow two more to open the Spoocelock.

Spooceshrub Forest



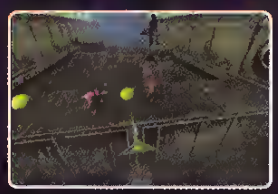
Follow the trail of Spooceshrubs and signs pointing to the Big Well. Get the Mudokons—they're all near Spooceshrubs. Resurrect one Mudokon at the Resurrection Totem and make all of them meditate on the cluster of Chant Circles. Take them up the ramp to the Zap Henge, then throw them into the wells around the perimeter.

Fuzzle Testing



Release all the Fuzzles in the main room before exiting. Use your sonar to make sure you got them all. Command Fuzzles to attack the Intern. Pull the lever to open exit. Stand on the Rescue Portal and free the Fuzzles. In the next room, drink Zap. Free all the Fuzzles and Zap the Intern. Drink more Zap, then do the same in the next room, where there are more Fuzzles and several Interns. Try to alternate between freeing Fuzzles to attack and Zapping the Interns so your initial force of Fuzzles doesn't sustain casualties.

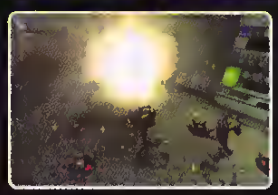
Hydroponic Vats



In order to avoid the Sewer Slogs and other hazards, jump over them by leaping from the water.

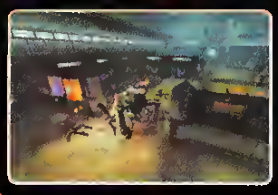


Fluoride Tanks



When you jump into a well that lands you on a platform near three Slogs, run into the water on the right. If you go forward, you'll land on a mine. Zap the Interns into the water and free the Fuzzles. At a spot with several Interns, Zap a few into the water, then jump in yourself and swim away. Wait until the Interns return to position. Do this again, or free the Fuzzles first and Zap the remaining Interns as they attack. Note: Use the Quicksave option before you send your Fuzzles into battle. If you lose even one, you cannot achieve Perfect Quarma. Since you have unlimited lives, it may be safer not to use your Fuzzles in combat at all.

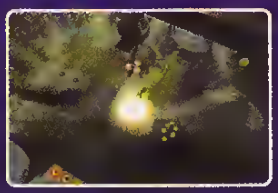
Snoozie Labs



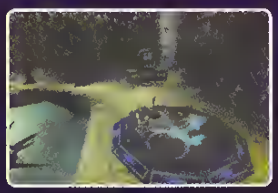
Activate the Snoozer and use it to knock out all the Sligs. If the Snoozer is destroyed, zap the Remote to deploy another one. Free all the Fuzzles. The Sligs will stay knocked out long enough for you to get to safety.

Mudokon Pens





Pick up the Spooceshrubs and grow another to open the Spoocelock. Throw Munch onto the elevated platform. Possess the Slig and kill it. (Make it jump in the water or press the **Left** trigger while it's possessed to reduce it to meat chunks.) Wait by the well.



Swim to the left and drink from the Zap Vendo. Jump onto the platforms and knock all the Sligs into the water. Pick up 60 Spooceshrubs and use them on the Spoocelock at the end of the lake. The well next to Abe will open. Get on the wheelchair, then free the Fuzzles behind the fence (you can zap open their cages through it.) Roll along the ramp and free the rest of the Fuzzles.

Jump in the well. Get the Mudokons inside the three Fuzzle prisons. Make them chant by the lake; the well in the lake will open.

Sloghut 1027

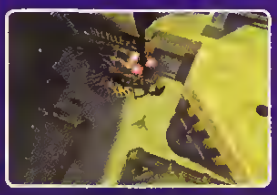
"Recycle" the enemies with the crane. Pick up all the Scrubs and drop them to the lower level by the door. Pick up Abe and put him by the Scrub that's out of the crane's reach.

Toss the Scrub to the lower level.

Pick up Abe and place him by the lever over the door

Go through and have everyone follow you including Munch. Then tell them all to wait.

Go along the left wall and teleport to the other side of the fence. Use the crane to drop bombs on the Sligs. Go over to the Egg stand on the other end and wait.





Drink Espresso, then run all the way down the hallway. There's another Espresso Vendo at that end. Run back and forth through the gauntlet until all the Slogs (dog-like critters) are killed by friendly fire. Inside the room at the beginning of the hall, pick up a Mudokon Scrub and throw him onto the circle, but don't speak to any of them yet. Pick up the rest of the Scrubs and toss them out the door. When you throw out the last one, drink Espresso, then run out. Hope you're feeling limber! Drink Espresso, pick up a Scrub and run to the next room, weaving around the mines. (Don't jump!) Dump the Scrub by the levers, then jump in the well and go back for another one. Repeat until all the Scrubs are in the safe room. Make them pull the levers.

Jump in the well. Activate the crane and drop bombs on all the Sligs you can reach. Bomb the wall of explosives (make sure Abe and friends are not standing too close.) Pick up Abe and place him on the rightmost ledge.

Pick up the bombs and throw them on the Sligs and the explosives. Possess a Slig and use it to kill the rest in the area. If it dies, possess another one until the area is clear, then make it explode. Get down and release the Tomahawkers from their cage at the other end. Gather up all the Mudokons and attack the Sligs behind the fence, then make them meditate on the chant circles. Step on the Abe pod. (Make the Mudokons wait so they don't stand on it.)

Wheel over. Send Fuzzles through the Rescue Portal. Step on the Munch pod.

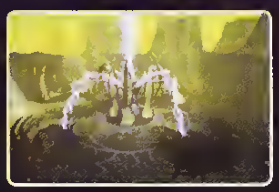
The Mudokon Fortress



Collect the Mudokons. Go left and run through the cavern past the Sligs. They will get zapped back into position if they chase you.



Swim to the platform in the lake. Free the Fuzzles, get in the wheelchair and leave down the path with only one Slig. Make the Fuzzles kill it, then roll up to the fortress and go inside.



Go get the Mudokon inside the fortress. Bring them all to the Transformation Shrine and upgrade them into Tomahawkers. Bring your Tomahawkers to the platform where the Fuzzles were and free the two Tomahawkers inside cages. Kill the Sligs. Back in the fortress, make the Tomahawkers meditate on the Chant Circles. The door will close and the Tomahawker guarding it will now join you. Go get him. Go up the ramp inside the fortress and follow the bridge down and to the right. Possess the Slig guards and kill them. Toss the Tomahawkers into the clearing to meditate on the Chant Circles. The Storm Circle will activate and fill the nearby lake. (If you are short a Mudokon, check the Resurrection Totem. Also, some of them might get confused if you run around difficult terrain in a large pack, so look for ones stuck outside the fortress as well.)

Bring your Fuzzles out, then make them wait by the small lake filled by the Storm Circle. Swim over to the Remote and activate the crane. Kill the Sligs by dropping them in the lake. Pull the two levers in the back to open the doors one at a time.

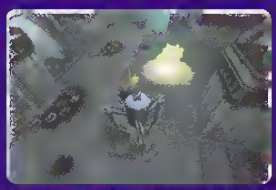
Bring your gang of Tomahawkers through the open doors and "Kick some booty!" Possess and kill some Sligs to help, then pull the lever.

Gather up your Fuzzles and bring them to freedom.

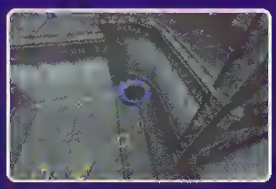
Make the Mudokons chant to activate the pods.

Sloghut 2813

Walk counter-clockwise around the perimeter and jump in the well by the Slig. Jump the gap and pull the lever.

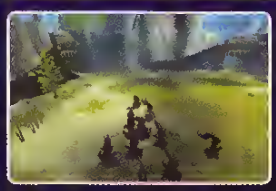


Use the crane to kill the enemies and rescue the Mudokon Scrubs. In the next room, drink Zap and hop along the left. Zap the Slig off the platform. Go back and drink more Zap until you knock down all four of the Sligs on the left. Activate the Snoozer and knock out all the Sligs on the ground floor. If the Snoozer is destroyed, switch to Abe and pull the lever to deploy another one.



Remember Sloghut 1027? That was a cakewalk compared to this. There are falling bombs, mines, Sligs with machine guns and Mudokon Scrubs stuck at ground zero. You need to pick up a Scrub, run past all the hazards in the first room and throw it into the well in the next room before the Sligs wake up. You will have enough time to rescue two Scrubs, then you need to switch to Munch and knock the Sligs out again. When you have enough Scrubs, make them pull the levers to open the door. Drink Bounce and Invisible. There are four Scrubs on the high platforms opposite the ones where Munch knocked down the Slig guards. Jump up, pick up the Scrub and toss it down. Pick it up again and toss it into the well. Drink more Bounce and Invisible, then go get the rest. For some reason, the Sligs do not care if a Scrub is seen flailing about in mid-air with no visible support.

Brewery to Be



Make all the Scrabs chase you. Lead them into the two large pens, roll out of reach and lock the door behind them by pulling the levers.

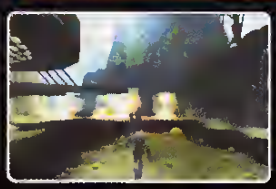
Climb the mountain in the middle and possess the Slig across the bridge. Make it kill the others, then kill it. Step on the blue Abe pod. Possess and kill the Sligs inside the microbrewery. Pick up the Mudokon Scrubs and throw them down the wells. Jump after them and make them chant in front of the door. Standing on the circle, possess the CEO and make him donate to the Lulu Fund. Go back outside, throw the Scrubs down and go get the others which were imprisoned on the lower level. Send them all through the Rescue Portal.

Fuel Fields



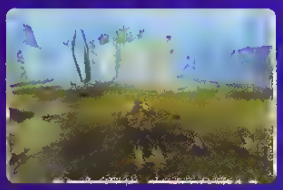
Drink Zap and knock all the Sligs off the islands, refueling at the Zap Vendo when necessary. Drink some Sobe Energy if you lose health. Swim to the other end and wait by the small fence near the wheelchair.

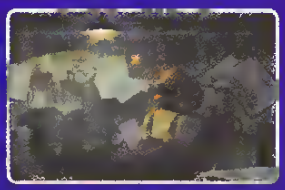
Hop across the lake and run by the Sligs on your way to the opposite end. Pick up the two Tomahawkers and toss them over the small fence. Toss Munch over as well. Make them all wait around the Resurrection Totem. Jump on the platforms over the minefield and toss the stranded Tomahawkers into the small clearing of Spooceshrubs. Use Quicksave often in this area. Jump across the platforms to the other end of the minefield. Pick up a bomb and throw it at the minefield, then pick up another bomb and walk behind the explosions back to the other side, staying on the right. Wait for the mines to regenerate then throw the bomb and hold Y to greet the two Tomahawkers and Munch. Run behind the explosions to the Tomahawkers in the middle and greet all of them, then run all the way to the other end. Get the Mudarchers and turn all your Tomahawkers into Mudarchers. Pull the lever by the second Sobe Vendo and attack Magog Motors.





Paramite Run





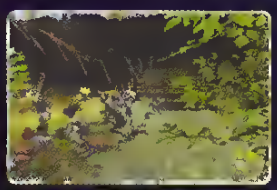
Do this one at a time. Run around clockwise, always taking the left path when the path forks. Try to collect a combined total of at least 99 Spooceshrubs. Once you open the Spoocelock, you rendezvous with the Almighty Raisin, who gives you the bizarre instruction to raise a wanna-be Glukkon named Lulu to the level of Glockstar! Time to possess some Glukkon CEOs.

Meep Herder Village

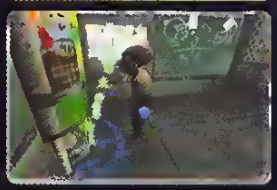


Get in the wheelchair and herd the one-legged Meeps into their pen. This requires some patience.

Gather up the Mudokon Natives around the mountain and take them to the Transformation Shrine. Toss them into the area marked "Beware of Sligs." Attack the Sligs and have them chant. Invade the cave along with Munch and make them attack the guard Sligs.



Assist the Tomahawkers by Zapping the Sligs, especially the extra-large ones. Park on the circle to open the door to the office.



Hop over the wall and stand on the second circle to open the door to the Jr. Executive's room. Your Possession Orb can move through the door (press A to make it hop the small ledge). Make him donate his life savings to the Lulu Fund.

Magog Motors

Despite the temptation, don't pull the lever. Jump up the boxes instead.



Swim to the row of Vendo machines and use a combination of AquaBounce and Zap to knock the Big Bro security guards off their high perches. After knocking one down, swim back for some Health-up, then repeat until all the guards are destroyed. Pull the lever on the third platform on the near side.

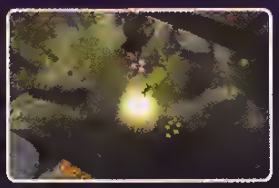


Possess a Slig and look around with it, then kill the rest of the Sligs and de-possess it. Gather the Scrubs together and make them wait at a safe distance, then use a bomb to clear the explosives. Open the Spoocelock and send the Scrubs through the Rescue Portal. Climb the ladder and make the Glukkon Manager contribute to Lulu's Fund. Go down and step on the Abe pod.

Drink AquaBounce and jump onto the platform where Abe is, then step on the Munch pod.

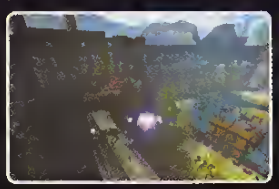
No Muds Land





Drop bombs from above. Clear each room of Sligs, then roll Munch inside. Possess the Big Bro near the exit to the rooms, then use it to kill all the Sligs and blow up all the explosives around the lake. Open the Spoocelock, then drink some Invisible and jump in the well at the far end of the lake. Pick up the Sligs and throw them on the mines. Throw bombs on the mines. Leave through the door and repeat if your Invisible starts running out. Possess the Big Bro, kill the rest of the Sligs and pull the lever.

Jump in the well in the lake. Drink from the Zap Vendo and pull the lever. If attacked, retreat and jump into the well.

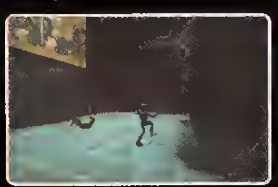


Possess the Big Bro and kill everybody. Climb up the ladder and jump in the well. Pull the lever. Check around to see if there are any Sligs left to possess, then walk around the base of the building to the Abe pod.

Wheel around the room to the Munch pod

Boiler Room

Use the crane to bomb the sleeping Sligs. Pick up Abe and put him by the lever.



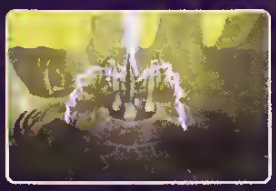
Sneak past the sleeping guard and pick up the bomb. Hit him with it, then get Munch and toss him over the mines. Drink some Invisible and climb the ladder in the next room. Use the bombs to kill the Sligs on the upper levels and the ones you can reach below (look out for Scrubs, though).

Dead River

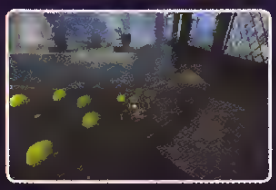


Drink Bounce and get all the Mudokon Natives who are meditating out of reach. (Don't speak to them first, just pick them up and throw.) Make them chant. Wait by the door and send a Possession Orb out to one of the sleeping Sligs. Kill the rest of the Sligs with it and make it jump off the cliff. Bring everyone over to the Transformation Shrine and turn them into Tomahawkers. Greet the Mudarchers also and bring everyone to the small minefield to wait. Jump over the mines and onto the small ledge. Possess the guard nearby (a small Possession Orb will be enough—don't use up too much Spooce) and make him implode into meat chunks. Pull the lever. Get back across and throw everyone into the well. Jump in after them and bring them to the Transformation Shrine to make them into Mudarchers. Grow more Spooceshrubs if you need to.

Wheel over and jump into the well. Wait in the water.



Take your army and run past the Sligs until you reach the Storm Circle and a Resurrection Totem. Resurrect any casualties and make them chant to fill the lake that Munch is in.



Jump over the mines and wall and pull the two levers. Wait.

Gather your Mudarchers and attack every Slig in sight. Also, feed the Spoocelock once the nearby Slig is killed to protect Mudokon territory. When the Sligs on the platforms are dead, jump up and get to where Munch is, possessing and killing Sligs below if you need to.



Drink some Invisible and climb the ladder to the Remote. Use it to bomb any Sligs you can reach without harming any Scrubs.



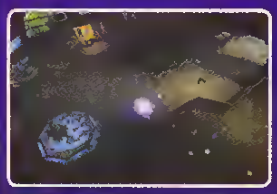
When the enemies are clear, pick up the Scrubs and carry them to the door. (They can't navigate well by themselves in such a small area and will step on mines if left to their own devices.) Possess the Big Bro in the next room, then use it to kill the others and blow up the explosives. Drink Bounce, get over the wall and feed the Spoocelock to get into the Jr. Executive's office. Possess him to donate to Lulu's Fund, then get back down. Drink Bounce and go over the wall next to the arrow (so you don't land on the mines). Get all the Scrubs together and lead them slowly, hugging the wall, past the mines and to the Rescue Portal.

Hop over and step on the Munch pod.

Splinterz Manufacturing

Open the door down the hall from the Zap Vendo.

Drink Zap and attack the two Sligs. Knock them into the mines if you can. There are two more Sligs outside the CEO office; drink Zap and just keep systematically clicking the right thumbstick to Zap them dead.





Toss a bomb over the edge of the room where the first two Sligs were to clear the wall of explosives, but don't jump down there yet. Gather up the Spooceshrubs outside of the CEO office, then stand on the small ledge marked with yellow and black near the edge and possess the sleeping Big Bro. Make it walk over to the Blitz Packer Vendo and get a gun. Annihilate all the Sligs on the lower floor. If the Big Bro is scrapped, pull the Call Security lever to get another one and possess it again. Blow up the Big Bro when it's the last guard left, then go gather up all the Scrubs. There is one on a high ledge in the room where you cleared the wall of explosives—drink Bounce and jump over there to pick him up. Make your Scrubs pull the levers, then tell them to wait. Possess and kill the two sleeping Sligs in the next room, then send them through the Rescue Portal.

Wait on the Munch pod.

Drink Bounce and jump inside the CEO office. Possess the Big Bro and make it speak into the Voice Authorization machine, then pull the lever and kill all the Sligs. If it's killed, climb down the ladder to the Call Security lever and get another one. Destroy the Big Bro when you're finished with it. Hop onto the Circle and possess the CEO. Leave, climb down the ladder and rescue the Scrubs on the lower level surrounded by mines. Toss them out and set them free. Go to the Abe pod.

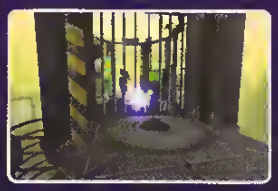


Reservoir Row



Follow the trail of Spooceshrubs to the well and wait.

Swim over to the well, drink from the Zap Vendo and jump in the well. Zap the two Sligs to death and wait on the circle.



Jump in the well, step on the second circle and possess the Jr. Executive at Reservoir #1. Jump across the islands, pick up a bomb and use it to clear a path through the mines to the Invisible Vendo. Drink it, then pick up the two Sligs and throw them in the water. Jump in the well.

Swim over and jump into the same well. Stand on the circle and help Abe get through the doors by pulling the appropriate levers.

Stand on the circle and possess the Jr. Executive at Reservoir #2. Jump into the well, then possess and kill all the Slig guards.

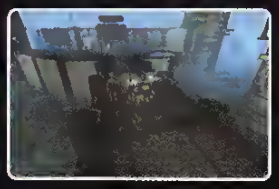
Swim over to Reservoir #3 and stand on the circle.

Jump in the well and possess the Jr. Executive at Reservoir #3, then follow the trail of Spooceshrubs to Reservoir #4. Possess the Sligs below and make them jump in the water.

Swim over to Reservoir #4 and jump up to the Zap Vendo. Zap the two Sligs to death, then pull the lever to open the well. Step on the first circle.

Jump in the well, step on the second circle and possess the fourth Jr. Executive. There are three levers around the perimeter: one will open a door to reveal a gang of Mudarchers at the beginning of the level, another opens the door that lets you reach them and a third will open the main doorway. Get the Mudarchers to attack, then open the main doorway.

Swim over to Reservoir #5. Hop onto the highest ledge you can reach so Abe can walk over and toss you up.



Hop up the ledges around Reservoir #5 and possess the Jr. Executive there. The door to Flubco will open. Get down, gather the Mudarchers and attack!

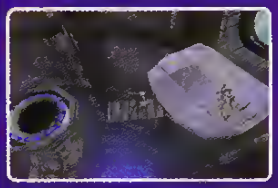
Drink Zap and help the Mudarchers attack.

Hop up the ledges around Reservoir #6 and possess the last Jr. Executive. Possess the Sligs across the last bridge and reduce their forces as much as you can, then attack with the Mudarchers. Step on the Abe pod.

Swim over to the island next to the mines and the Invisible Vendo and pull the lever on it. Hop over to the Munch pod.

Flub Fuels Scrub Pens

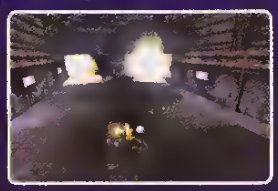
Jump into the frightening bottomless pit and swim over to the lever.



Jump in the well. Possess the Slig and make it speak and attack (you can make your Possession Orb hop over the small ledge by pressing A). Keep attacking until all the Sligs are dead, including the two around the corner and the two on the platforms in the water. Some of the Sligs regenerate, so keep shooting. Kill the possessed Slig, then go around before it regenerates. Send the six Scrubs at ground level through Rescue Portals, pull the lever to open the door for Munch, possess the last Slig and make it raise the water level before you kill it.

Swim over to Abe and pull the lever on the island, then drink some Zap. Zap a Slig into the water, swim to the Health-up Vendo, then Zap another one.

Jump along the platforms to the row of Scrubs. Possess and kill the Slig guards. Send a possessed Slig around to kill the Big Bros in the large chamber. Toss Munch up the steps.



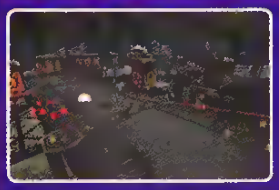
Drink Zap and kill any remaining enemies. Free the Fuzzles. Stand on the circle.

Bring the Scrubs to the exit and send them through the Rescue Portal. Step on the Circle.

Bring the Fuzzles through the Rescue Portal. Step on the Munch pod.

Drink Espresso, then run through the door and step on the Abe pod.

Flubco Executive Office



Drink Espresso and run to the other side of the room between all the explosives and Big Bros. You will probably get killed a zillion times, but don't worry—Munch can bring you back to life. Just keep attempting to run to the opposite end; when you finally make it, possess a Big Bro and make it kill the other two, then blow it up and pull the lever.

Swim to the nearest row of Vendo machines. Drink AquaBounce and Zap, then jump up to each platform and knock a Big Bro to its death. Drink some Health-up after each Big Bro you knock down, then reenergize until you have systematically killed every Big Bro in the room. There are several rows of Vendo machines and the water level is higher in certain areas, making it possible to jump higher.

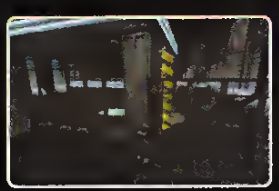
Bring all your Scrubs to the levers and set them free. Don't neglect the ones on high ledges. Jump up, drink Bounce and toss them onto the bullseye pattern below. Use Quicksave often, since the jumps are difficult and Abe may fall into the water. Inside the CEO office, jump up the wall to a small opening and go around the balcony until you can possess the CEO. Afterwards, go all the way back to the beginning and step on the Abe pod.



Step on the Munch pod at the beginning of the level. After emptying all those Glukkon pockets into the Lulu Fund, you've finally made that wannabe loser Lulu into a filthy rich Glockstar!

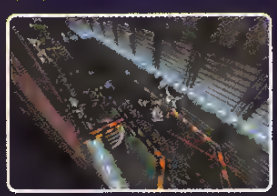
The Loading Dock





Free the two Scrubs. Wait until the Interns are ahead of you, then walk behind them to the second ladder. Climb up and cross the yellow planks to wait by the eggs. If Munch dies, you can revive him here as well.

Swim under the grate and go up the ladder. Walk along the yellow planks until you can drop behind the Vykkers below and hop to the other ladder. Drop at the green arrow and swim to the Vendo machines. This is a very difficult area and Munch will most likely die several times. Drink AquaBounce and Zap, then knock a Vykker into the water. Jump down, drink health and repeat. These guys are armed with Vykker knives and Snuzis (nasty medicinal weaponry). Do not try to release the Fuzzles or they will be slaughtered. If you are killed, have Abe revive you and return to the area. After you've killed everyone (including the pesky Intern that takes a potshot at you every time you enter the room), free the Fuzzles. Next, jump up to the circle where the Intern was standing.



Walk across the planks to the next room. Hop the gap and drink Bounce/Invisible to climb the ladder. If you run out of Bounce, jump in the well to return to the Vendos. Drink the Bounce in the room with the Fuzzles so you can reach the Scrubs. Before jumping across water, use the Quicksave option. After the Scrubs have gone through the Rescue Portal, stand by one of the levers.

Pull the other lever. Quickly switch to controlling Abe and pull his. The water will rise. Swim back to the first room after drinking some AquaBounce, then use the crane to drop Labor Eggs down the chute. Make sure the shadow of the eggs is centered before releasing or the crates will break.

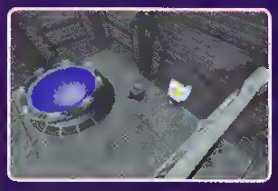
Go back to the first room and stand on the yellow planks.

Pick up Abe and drop him on the painted target. Have him tiptoe across. (If you have seriously Bad Quarma, this is the last level you'll play.)

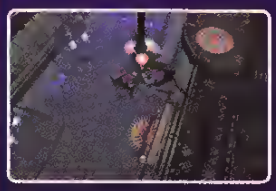


Labor Egg Storage





Drink Espresso and run to the Invisible Vendo. Throw the Labor Eggs into the chute. Stand in the middle of a square adjacent to the chute, so Abe won't break the crate when he throws it (his toss kind of arcs forward, then upward). After the eggs are safe, start bombing the Vykkers below. When they're all dead, just wait upstairs.

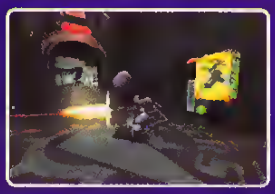


Drink Espresso and get to your wheelchair. Drink some Zap, then attack the first couple of guards. If attacked, retreat to the Invisible Vendo and drink some. The Vykker chasing you will leave if you disappear. Repeat until the nearby guards are killed. There is also a Health-up Vendo along the way. After you've killed all the Vykkers on the near side of the room, hop up onto the platform with the first Remote. Pick off the guards on the upper level and recycle them. Drink some Zap and kill the next set of ground guards the same way you did the first.

Gather up the Scrubs and go over to where Munch is. Let Munch pick you up with the crane and get the Scrubs in the upper floors. Toss them down or use the crane to bring them down. Pull the lever and walk over to the next set.

Free all the Fuzzles and make them wait with the Scrubs. Drink Zap, then go through the door and kill the first two Vykkers. Use the crane to drop all the Labor Eggs into the chute. Have Abe come in and place him next to the upper lever. Leave, drink some more Zap, then switch to Abe and pull the lever. Wheel over and zap the remaining Vykker to death. Send the Fuzzles and Scrubs through the Rescue Portal.

Vykker Suites





Gather up all the Spooce and possess a Vykker. Get a knife from the Hacker Vendo and start choppity-chopping away. Go into the different rooms and lay in wait so you can fight them one-on-one. There's also a Snuzi Vendo at the opposite end of the hall where you can get a gun. Kill all the Vykkers somehow, repossessing new ones if your unwilling servant is killed. Free the Scrubs, then open the door. A Shaman will convert all your Scrubs into Mudarchers. Have them pull the levers around the fenced area—where it looks like they've been conducting some rather unpleasant medical experiments—and waste everyone in sight. Pull the lever inside, then go around the outside perimeter of the lab to go up a ladder. Throw the Labor Eggs down the chute and pull the last lever; now you can rendezvous with Munch at the Gabbiar auction. Sit back and enjoy the show!

Angelic Quarma and Good Quarma



Quarma is dependent on a number of weighted variables: the number of enemies killed, the number of allies rescued and the number of allies killed. Since there is no precise formula with which to measure your Quarma, just try to save as many allies as possible while killing the maximum number of enemies. Perfect Quarma is achieved when you rescue every ally.

Bad Quarma



After finishing the game with good Quarma, try again... but this time just let all the Fuzzles, Scrubs and Labor Eggs die or break. Some extremely nasty business will go down between you and the Fuzzles you failed to rescue.

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by Jason Wilson

CAPCOM VS. SNK 2
MARK OF THE MILLENNIUM 2001

For the latest chapter in the never-ending *Street Fighter* saga, Capcom has again joined forces with SNK, adding a slew of new features and gameplay modes as well as a huge array of characters—46 in all. Featuring the team play of SNK's *King of Fighters* games, *Capcom vs. SNK 2* allows for some serious strategy. This guide will explain each of the game's six fighting styles or "grooves," concentrating on the strengths and weaknesses of each as well as explaining the techniques that each groove provides.

WHAT HAS CHANGED?





If you're familiar with the first *CvS* game, you'll find that almost everyone has new moves and techniques. The six-button control scheme of *Street Fighter II* has been reinstated, jumping Jab Punches and jumping Short Kicks have decreased priority, throw range has been increased and increased priority has been assigned to Super Moves that use one level of your Super Bar. In other words, you'll have to learn how to use most of the characters all over again. It feels like *Street Fighter Alpha 2*, but with the somewhat erratic attack priority of *Street Fighter Alpha 3*. In fact, the game has combined so much weird stuff from other SNK and Capcom titles that it even includes a Rival Launcher from Kyosuke of *Rival Schools* fame. It's not unusual to see a few characters with one- to two-hit "air juggles" in certain *Street Fighter* games, but Kyosuke has the ability to connect a five-hit combo after the Rival Launcher, then perform a Super Move! Granted, the Rival Launcher was an important gameplay element in *Rival Schools*, but it just doesn't seem to fit in with the game engine of *Capcom vs. SNK 2*. It seems as though Capcom wanted to combine all of the games into a definitive one, regardless of the outcome. And it's not looking bad so far; it's just very confusing to see it all at first.

The Ratio system has also been completely revamped. In the original Capcom *vs. SNK*, each character had a predetermined number of Ratio points, and your team could be made up of any combination of characters whose Ratio points added up to four. Because of this, many players tried to maximize their options—and maybe even gain a psychological advantage—by choosing four Ratio One characters. In Capcom *vs. SNK 2*, you can only choose up to three characters for your team, and it's up to you to distribute your allotment of four Ratio points between them. The number of points you assign to each character determines his or her strength and defensive ability. Now it is entirely possible to have Akuma, Evil Ryu and M. Bison on a team at once!

Also gone are the "EX" versions of each character. Most of the characters' special moves have been combined from both the EX and Regular Modes of the first game.



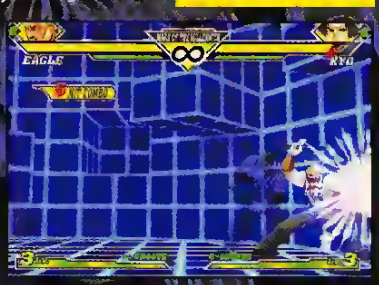
THE GROOVES

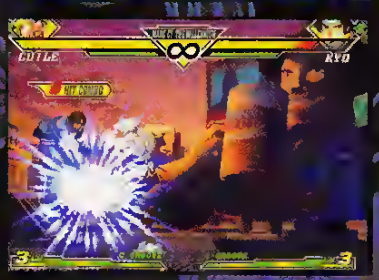
Now the complicated part: In addition to the original Capcom and SNK grooves (which are now called the "C Groove" and "S Groove"), four more grooves have been added. A wide variety of new techniques have been incorporated into each mode, with new techniques from other SNK and Capcom games; these include tactical recovery, parrying, guard canceling, dodging, small jumps, custom combos, air blocking, safe falls, running and just defending. There's also a new Guard Break meter. Guard Breaks were a part of the original Capcom *vs. SNK*, but did not play an important role during gameplay...and were easy to recover from as well. Each groove has specific techniques that are not available in the other grooves, making Capcom *vs. SNK 2* an extremely large and complicated game to explore thoroughly.

C Groove

Abilities:
- Dashing
- Air Blocking
- Counter Attacks
- Rolling
- Tactical Recovery

This is likely to be the groove that you will start out with. Compared to the original Capcom *vs. SNK*, this groove has improved with the addition of Air Blocking. The strength of your regular moves is still increased based on the level of Super Meter that you have stored: a 1% damage boost at Level 1, 2% at Level 2 and 5% at Level 3. This does not apply to your character's defensive power; only offense. All characters in C Groove have roughly the same ability to roll—unlike the original Capcom *vs. SNK*, where characters such as Terry and E. Honda had smaller, speedier rolls that allowed them to counter and react more quickly than the other characters in the game. With the addition of Air Blocking, C Groove is still one of the top two grooves in the game. Only N Groove rivals C Groove in terms of options available to the player. In this mode, your Super Meter gains four "blocks" for a successful attack, 1.3 blocks for a guarded attack and 0.4 blocks when an attack misses.





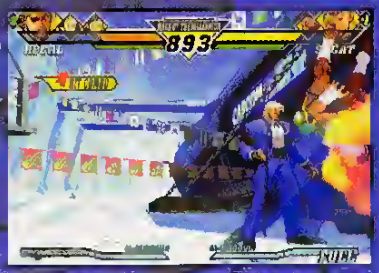
Strengths:

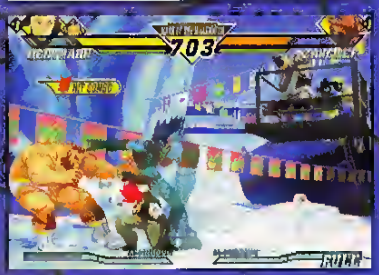
The key strength of C Groove is Air Blocking. This allows you to jump straight up and down and block all air attacks. You will lose Guard Meter, but you will still not lose energy, something that no other groove allows. Deep anti-air special moves such as Ryu's uppercut or Cammy's Cannon Spike can be blocked if you jump in from a distance, but not from up close. Anti-Air moves such as Guile's crouching Fierce Punch or Zangief's crouching Strong Punch can't be blocked in the air at all, because you need to be on the ground to perform each technique. As described, the additional damage that results from having your Super Meter built up is obviously a plus. The rolling technique is still very useful for avoiding projectiles and surprising your opponent from behind. Using the Counter Attack will get you out of tight situations where you are cornered

A Groove

Abilities:
- Custom Combos
- Dashing
- Counter Attacks
- Rolling
- Safe Falls

This advanced groove features Custom Combos, but requires more skill than the *Street Fighter Alpha 3* Variable Combo system. This groove mainly involves building up your Super Meter to unleash the inevitable Custom Combo on your opponent, emitting slightly more than the Level 3 damage that's inflicted in any other mode. The catch is that you need to be sure you can connect all of the hits in the Custom, which is not easy. You have the room to be creative in this mode, but offensive creativity is not necessarily a good substitute for safety...or the added strength offered by the C, S, N and K Grooves. In this mode, your Super Meter gains three "blocks" for a successful attack, one block for a guarded attack and 0.3 blocks when an attack misses.





Strengths:
The ability to use the Roll technique and the Counter Attack from C Groove allow you to move around and set up your own offensive scenarios. Having a Custom Combo that will blow through everything with big damage as the reward is not too shabby, either. The strength of the Custom Combo lies in your ability to lift your opponent "off the ground" into various juggling sequences. The closer your opponent is to the corner, the better chance you will have of unleashing a Custom Combo of greater than 50% damage. This usually begins with a sweep, then a projectile, then a standing move with any button to repeatedly keep your opponent in the air. Also, special moves can be "canceled" when coming out of any normal move by pressing any button. "Charged" moves like Guile's Flash Kick or Sonic Boom can be done by pressing ←→ or ↓↑ rather than charging them for two seconds...and they can be performed repeatedly as well. The proper ending to a successful Custom Combo is to tack on a Level 1 Super Move at the end of it. You can perform the Super Move at any time after the Custom Combo is initiated. However, the Custom Combo will end once a Super Move has been performed.

Weaknesses:
Unless you are technically capable of high-end Custom Combos, this whole groove is a weakness. For starters, you can't perform any Super Moves above Level 1. Performing a Level 1 Super Move diminishes half of your meter, as does a Counter Attack. The only way you can perform a Custom Combo is if the meter is at 100%. If you are hit out of this, the meter will go down to half of what it was when you were hit. Also, you will not have the luxury of added strength at all in A Groove, and you will have no Air Blocking ability.

by your opponent, but you'll temporarily lose half of your Guard Meter and one block of your Super Meter. Another key technique that is only available in C Groove is the ability to perform a Level 2 Super Move, then continue the attack with a special move or Level 1 Super. This tacks on extra damage as well. Holding down all three Punch buttons after a hit will delay your getting up after a knockdown. This is known as Tactical Recovery. You can avoid most cross-ups and confuse your opponents by making them change their offense for that instant.

P Groove

Abilities:
- Parrying
- Small Jumps
- Dashing
- Tactical Recovery

All the *Street Fighter III* fans rejoice; you finally have a groove to call your own! Unfortunately, this is not quite the same engine as *SFIII*; if you rely on parrying skills, you're going to have a hard time trying to adjust completely in P Groove. That's not to say that this isn't a powerful technique to have. It just means that those using P Groove are going to have to work a little harder than they would in *Street Fighter III* and its various sequels. The parrying is "tighter" than it was in the *SFIII* games. In this mode, your Super Meter gains 1.1 "blocks" for a successful attack, 0.4 blocks for a guarded attack and 0.1 blocks when an attack misses.





Strengths:
You can counter ANY move in the game (except grabs), high or low, special or regular move, by simply pressing → or ↓ on the joystick. This works in the air as well. Therefore, jumping in at your opponent can constitute a free attack after a successful parry! Using the Small Jump (an SNK tactic) in P Groove allows you to jump at your opponent from a close distance and surprise them with awkward timing; it's more difficult to counter jump-ins that began with a Small Jump.

Weaknesses:
The inability to counter grabs is a big minus that will lead to some awkward matches. You, as the aggressor, attempt to parry everything since you have no other techniques, while your opponent becomes the sweeping-and-throwing king of the universe in the process. It is VERY difficult to parry low attacks in the game, so keep that in mind when you are using P Groove. Your Super Meter builds up slower in this groove than in any other. You will not have the ability to roll, which will restrict your movement, and you are only capable of performing Level 3 Super Moves in this groove.

Weaknesses:
The main weaknesses of C Groove are related to the fact that you have fewer of the moves that play an important role in your overall attack method, particularly when compared to N Groove. Not being able to Counter Roll is another disadvantage when compared to N Groove, which also lets you store almost two Level 3 Super Moves and gives you 15% extra damage to work with; if you use characters that rely on big damage moves, C Groove should probably be your second choice. Also, it's a slight disadvantage to not have the ability to counter an attack directly in front after blocking it (P and K Groove have this ability), but this doesn't hinder your ability to jump as freely as you can in C Groove.

S Groove

Abilities:
- Counter Attacks
- Dodging
- Tactical Recovery
- Small Jumps
- Running

Toned down from the original *Capcom vs. SNK*, this is your standard *King of Fighters* groove. It's the only groove where you can charge up your Super Meter by pressing the Fierce Punch and Roundhouse Kick buttons. This groove allows you to perform unlimited Super Moves if your health is down to 15% or less.





Strengths:
The main feature in S Groove that is different from *Capcom vs. SNK* is the ability to continuously dodge upcoming attacks by pressing the Jab Punch and Short Kick buttons simultaneously. You can dodge any move in the game, regardless of whether it's a special move or standard move. Having unlimited Super Moves when your life meter is below 15% is a plus. Characters who are most effective in this groove are those with strong Level 1 Super Moves that can be done repeatedly: Todo, Blanka, Morrigan and Balrog fit this description. Also, this is the only groove where you will need to "charge" your Super Meter by pressing buttons instead of by attacking. Your meter also increases when you are hit or when guarding incoming attacks. Standard moves and special moves are 15% stronger when the meter in this groove is fully charged until it runs out.

Weaknesses:
Despite allowing you to Short Jump and Dodge, this is the weakest groove in the game by far. Being unable to charge up your Super Meter by attacking will limit your options, since the button charge is slower than it was in *Capcom vs. SNK*—and it becomes even more of a chore at the 15% mark because it takes an extra couple of seconds to charge the meter to "MAX." The inability to roll, which was a cornerstone of the SNK Groove in the first game, makes movement impossible. If you are trapped in the corner, dodging will not help you; therefore, you can't "run and charge" your meter at will.

N Groove

Abilities:
- Running
- Small Jumps
- Counter Movement
- Counter Attacks
- Rolling
- Safe Falls

The King of Fighters '[illegible] fans will recognize the red dot in their Super Meter bar that can be "stored," enabling two Level 3 Super Moves if used wisely. Couple that with the most complete offense and defense of the six selectable grooves and you have a load of hurt awaiting you. If a "Power MAX" is performed (activating the meter by pressing Fierce Punch + Roundhouse Kick simultaneously), your offensive power increases by 20% and Level 3 Super Moves become available. In this mode, your Super Meter gains three "blocks" for a successful attack, one block for a guarded attack and 0.3 blocks when an attack misses.





Strengths:
N Groove is the most complete groove in the game. It's the only groove that lets you store Level 3 Supers with a large amount of increased damage to boot. It also lets you perform Counter Movement, which allows you to roll behind your opponent and unleash a combination attack or Super Move. Each time a red dot is in "storage" next to your Super Meter, you can unleash a Power MAX Super Move, which is essentially a Level 3 Super Move in any Capcom groove, with an extra bit of damage tacked on. The only groove that performs more damage is K Groove. Exploiting the Short Jump/Roundhouse Kick with SNK "boss" characters like Yamazaki and Rugal is essential in any of the SNK grooves, but vital in N Groove if you have a potential Power MAX and want to "lock down" your opponent.

Weaknesses:
The only major problem with N Groove is the inability to Air Block. That may not seem as important because of all the additional features available to thrash your opponent. Unlike the Tactical Recovery—which confuses your opponent and prevents them from crossing you up at times—the Safe Fall technique can leave you vulnerable.



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K Groove

Abilities:
- Running
- Small Jumps
- Safe Falls
- Just Defending

This groove is known affectionately in the arcades as "turtle groove," meaning that players who tend to play defensively are the most likely to use it. K Groove is based on SNK's *Garou: Mark of the Wolves*. In this mode, you gain about 1/12th of your Rage Meter from a successful Just Defense. The only other time your Rage Meter rises is when you are hit by an opponent.





Strengths:
K Groove is the only groove that allows you to regain health. When a successful Just Defense is performed, your life meter will increase slightly. When the Rage Meter is full, damage done to the opponent by a Normal Move is increased by 35%, while the damage from a Special Move is increased by 30%. Performing a Super Move when the Rage Meter is full will empty the gauge, but its damage will still be increased by 10%. Being able to Just Defend any attack in the air or on the ground is essential if you want to get by an opponent who concentrates on knocking you out of the air with annoying anti-air moves. Terry, Blanka, Dhalsim, Chang and Haohmaru all shine in K Groove. Surprisingly, Rock—the only other character besides Terry from *Mark of the Wolves*—is best played in C Groove instead of K!

Weaknesses:
If you fall behind in the latter stages of a heated match and your Rage Meter is not close to being full, you are basically screwed. Having to depend on your opponent's actions for your own Rage Meter to increase is not necessarily the greatest thing in the world. It may seem easy to Just Defend at first, but when you're trapped in the corner you'll wish you had the ability to roll out of the way instead. Besides, you can't use the Just Defense technique on an attempted throw, so you're stuck in a waiting game until you can counter your opponent's attack. Be wary of this groove unless you are certain you can handle being frustrated at first!



SECRETS

Fight M. Bison or Geese in Arcade Mode



When playing in Arcade Mode, Geese or M. Bison will appear as mid-bosses if you meet the following requirements prior to the fourth match:
1. You must not end any of your matches in "Time Over."
2. You cannot be "First Attacked" by the CPU more than six times.
3. You cannot become "Finest KO'ed" or defeated with a Super Special Move more than three times.
If these conditions are met, M. Bison or Geese will appear as a "new challenger" in Stage Five.

Hidden Characters: Ultimate Rugal + Shin Akuma



To unlock Ultimate Rugal and Shin Akuma, you must play the game in Arcade Mode and meet two of these three conditions before the "Final Battle":
1. Your Groove Points (located at the top of the screen) must be over 1,000.
2. One "Finest K.O." must be performed.
3. M. Bison or Geese must be revealed as a mid-boss (see instructions above) and defeated.
If you meet at least two of these three requirements, Shin Akuma or Ultimate Rugal will appear after the final battle. The character you'll fight can be determined by the number of taunts performed between matches 1 and 4 according to the following rules:
- Shin Akuma appears if you perform 1, 2, 5, 6, 9 or 10 taunts during the first four matches.
- Ultimate Rugal appears if you perform 3, 4, 7, 8, 11 or 12 taunts during the first four matches.

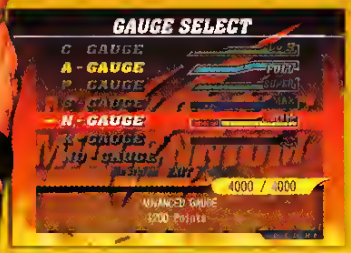
Performing no taunts will cause the computer to randomly select Ultimate Rugal or Shin Akuma. You can continue as many times as you like, as long as these conditions are met. Once you've defeated either of these secret characters, he will be unlocked as a playable character in all game modes.



Boss Battle Mode

After unlocking Ultimate Rugal and Shin Akuma, hold □ + △ simultaneously when selecting Arcade Mode. You will fight all the Boss Characters as Ratio 4s!

After finishing Boss Battle Mode, choose "Options" from the Main Menu and you will find a new "Extra Options" menu item at the bottom of the screen.



This option allows you to customize your Grooves. It will appear at the main menu after you've finished the game in Arcade Mode once.

Two extra color choices are available at the character-select screen; choose your character by pressing □ + △ + **R1** or ○ + ✕ + **R1** simultaneously to get them.

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DRAGON WARRIOR VII

PART 2

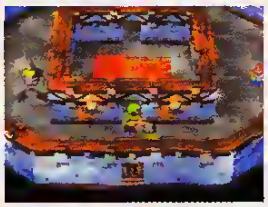
by Pat Reynolds

Enix's *Dragon Warrior VII* is the biggest, longest, most epic RPG I've ever played on the PlayStation. Last month I helped you through all of the quests up to and including the revivel of the legendary hero Melvin. This month we'll continue through to the end of the game, with the locations of all of the Shards and other key items and the answers you'll need to get through the sticking points and beat the tough bosses.

Q: *I've got the Legendery Hero Melvin, now where do I go?*
A: You should have the three Fire Shards necessary to complete the final red tablet in the red pedestal room of Estard's Ruin. Don't forget to make the trip to Dharma Temple to sign Melvin up for a job before embarking on the next leg of the journey.

MARDRA ISLAND

Q: *How do I open the megicelly seeled chest in Mardres Cestle?*



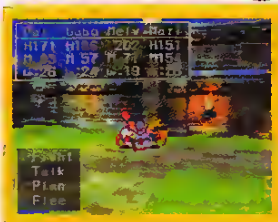
A: "Through the statue and cross the T" is the clue the man in the room gives you. The chamber containing the chest has four doors, one on each wall. To open the chest, start next to the statue near the west door (you need to be outside of the chest chamber). Enter the chamber, then exit through the east door. Re-enter the chamber via the north door and exit through the south door to open the chest. You'll acquire the LightAqua, which you can give to the man. Later, you'll be able to collect a reward from the staff maker in the lower southwest tower of the castle.

Q: *How do I get pest the checkpoint blocking the wey to the Greet Fene?*
A: In Mardras Castle, talk to the King's parents in the northwest tower to receive the Empress Letter. The Empress asks you to deliver it to the high priest at the Fane, it'll get you past the guards at the checkpoint.

Q: *I cen't get pest the weterfell in the cevel*
A: You'll need to talk to the dwarf and his wife in the nearby cave and they'll let you rest. At dawn, the waterfall will stop flowing for a brief period, allowing you to get past

Q: *Cen I use the Priest's Letter for enything other then getting into the cestle?*
A: Yes—after talking to the King, show the letter to the guard at the Magic Institute and you'll be allowed inside to look around. Talk to the director on the roof, then exit the Institute to advance the plot.

BOSS—ZoeMage
This battle isn't hard; you have four characters against one enemy. The only real threat is ZoeMage's ability



to cast Bounce, BlazeMost and Stop-Spell. Bounce will reflect any offensive spells you cast back at your party, so stick to physical attacks and use the WondeRock for healing if StopSpell is cast. It'll take several rounds to defeat ZoeMage, but he shouldn't be able to harm your party at this point in the game. After the battle, head to the Magic Institute for the confrontation with the King.

BOSS—Zeppel



Although strong, Zeppel is not the toughest boss you've faced, and this fight needn't be very difficult. The most important thing is to assign one character to healing duties. At this point, you should have one or more characters who can cast the HealUs spell, so make use of it My strategy against Zeppel was to have two characters attack on every round and one character cast spells like Sap and Upper while the fourth character heals. Zeppel's only threat against your party is his ability to cast BlazeMost and attack in one round. BlazeMost does a ton of damage; if Zeppel uses it against a character and then attacks the same character, there may be nothing you can do to prevent that character from getting killed. Casting Upper on your weaker characters is a good preventative measure...and if you have a Sage with the Summon skill, bringing in an NPC-summoned creature is a great way to buffer the damage your party receives by adding a fifth target for Zeppel to worry about After the battle, you can visit the Staff Maker to receive a Bolt Staff.

Q: *After Meribel leaves the perty, where do I need to go?*



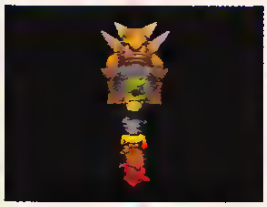
A: Talk to Borkano at your house in Fishbel; he'll make mention of a nomadic tribe living in tents. You've only encountered one group of people like that before: The Dejans. You'll find their camp smack in the middle of the large continent to the west of Estard in the present.

Q: *Where did Aire go efter leaving the cemp?*
A: She's hiding out at a small bluff to the west of the camp. In order to get there, you'll have to leave the camp via the south path; otherwise you'll end up north of camp and won't be able to head west. Eventually, Aira will join your party (you'll have to follow her back to camp before this happens, though) and hand over a Wind Shard.

Q: *Do I need to go to present dey Merdre?*
A: Yes, there are a number of things to do on the island in the present. First, pay a visit to the Great Fane. You'll find that you can open the way to the stairs in the middle of the small pond by using the same "cross the T" puzzle solution that you used in the castle to open the chest. Below, you'll find another Wind Shard. Next, visit the castle and talk to the Princess to start the process for the Tula player contest that will occur later in the game. When you've taken care of this, return to the Estard Ruin and complete the final green tablet If you're missing a Shard for this tablet, check either the shrine east of Mezar or the temple on the mountain north of Probina in a chest in the child's room (rotate the camera to locate it)

VALLEY OF THE HOLY WIND

Q: *How do I get through the pitch-black room in the Darkness Dungeon?*



A: Walk up until you run into the first statue. Rotate the statue, then stand behind it (at the statue's back) and walk directly away from it; in this case, you'll walk due east. Every time you hit a new statue, repeat this process—rotate it, then line up with its back and walk away from it.

BOSS—HellGenie



With Maribel gone, this battle will force you to adjust to your new lineup of characters a bit. Maribel was my prime healer—the only member of my party with the powerful HealUs spell—but I dabbled in Clerical skills with my hero as well. ..and Melvin comes equipped with HealMore and learns Vivify at level 20. HellGenie can dish out heavy damage, but can only inflict around 130 points of damage to a single character in one turn. As long as you keep healing, he can't do any real damage. Concentrate on attacking with two characters, healing with one and using the fourth to heal or cast defensive spells. HellGenie has a lot of HP, but by now you should have learned some powerful techniques like QuadHits and be able to hit him for 200+ damage each round, even with only two characters attacking.

Q: *How do I disperse the black cloud around the statue?*

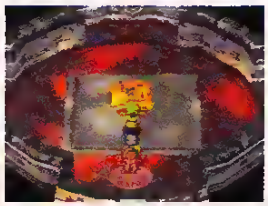
A: First, return to the room with the pedestal where you found the BlissRock and replace the stone. Then go back to the "maze room" with the rotating wall sections. You need to create an enclosed path from the northern door (leading to the BlissRock) to the southern door (leading to the statue). When this is done, the wind will blow from the BlissRock through the passage and get rid of the fog.

BOSS—HellCloud



HellCloud is very tough, but there's an easy way to shut him down completely. You need a character with StopSpell or its equivalent, though. A character with Vivify or Revive wouldn't hurt, either. HellCloud himself is powerful but not too much of a threat. His normal attacks won't cause enough damage to really put you in danger. In fact, the only thing he's got that'll scare you is his Vacuum attack, which hits four times and can hit the same character multiple times. His other big move is to summon BabyClouds (up to a total of four) to help him out in the battle These guys aren't tough, they have around 200 HP apiece and can't hurt your party much with their attacks. However, they can cast Sleep, and *that's* what will cause your best plans to crumble. If they get a couple of your characters to fall asleep, you'll suddenly be fighting at half of your party's original effectiveness and possibly without a healer. The solution, of course, is to cast StopSpell on the BabyClouds each time a new one appears. Since they're all grouped together, the spell will hit all of them each time. Even better, the BabyClouds will still try to cast Sleep every now and then, wasting their turn! Once you've got the BabyClouds shut out, concentrate everything you've got against HellCloud, using one or two characters to heal whenever necessary. He'll drop in no time.

Q: *What do I need to do in modern-day Gorges?*



A: You can visit the town to see what became of the Lefans, but the important stuff is all in the Great Fane to the north. Thankfully, that annoying Darkness Cave is gone, so the route to the Fane is clear. Inside you'll find an Aqua Shard and a Land Shard. Also, now that you have the BlissRock, you can open the door in the temple east of Falrod. Head there and give the BlissRock to the man on the second floor. In the underwater areas that follow, you'll find a few items of interest. There's a ? Shard in a chest, a monster that will ask a favor and finally, when you come out at the end of the water areas, you'll find an elaborate crest on the ground. Use the BlissRock while standing on this crest to reveal the path to the Fane of the Soldiers of God. Here you'll be able to get the Innocent Dress, which you can equip on Aira. It's solid armor with magical defense. You can ride the platform to the Revival Pedestal, where you'll eventually be placing some of your ? Shards.

Q: *Which tablet can I complete next?*

A: Next up is the final yellow tablet in the Estard Ruin! If you're missing a Land Shard or two, here's a quick recap of where you should have found them: on the ground in the hills east of Loomin (where you left the HellWorm—in the past), in the caves leading to the church north of Probina, in the basement of Brugeo's manor north of Orph (hint: if you can't find this one, it's because the stairs to the basement are blocked by a wall; go into the first floor kitchen and rotate the camera to locate the stairs) and finally, the one we just picked up in the Temple of the Holy Wind (it's on the altar where you originally found the BlissRock).



LABRES ISLAND

Q: *Why can't I get the Prefect in town to start the meeting?*

A: After talking to the Prefect, you'll need to take care of a few things before the meeting will begin. First, head south of town and take care of the monsters in the misty pass. Next, talk to the townspeople—all of them—and be sure to head to the northwest corner of town to see Lukas, pop into the rear door of the temple and look at the monster. Finally, visit Lukas at his house just south of the temple. As long as you've spoken to all of the townspeople, you should now be able to return to the Prefect's house and find the meeting in progress.

Q: *Does my choice in the "kill the monster plot" make any difference?*

A: Not really. You'll get a slightly different bit of plot, but no matter which choice you make at the town meeting you'll end up in the same place.

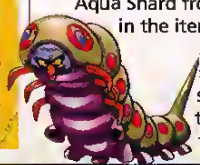
BOSS—Botok



Botok is pretty basic as bosses go; he only has two ways to attack. He's got a mean physical attack that can hit for around 50 points of damage, and he can poison your characters. None of his attacks hit more than one character at a time, and you can take advantage of Botok's cowardly fighting style: He'll always use his physical attack on the character with the lowest HP. If that character knows Retaliate or ParryPass, you can return the damage to him every time he attacks. You can also use this knowledge to cast your defensive spells on the character he's going to pick on. For example, if you've got a character with an antidote skill, you'll be able to keep the poison away By using this knowledge you can effectively shut off Botok's strengths Botok can also cast StopSpell, so you'll want to stock up on herbs before the fight.

Q: *What do I need to do in present-day Labres?*

A: You can talk to the villagers and try to set them straight with the truth about what really happened in the past, or you can just cut to the chase and grab the Aqua Shard from the treasure chest in the item shop (you'll have to rotate the camera to see the chest). With this shard, return to the Estard Ruin and complete the final tablet!



COASTAL ISLAND

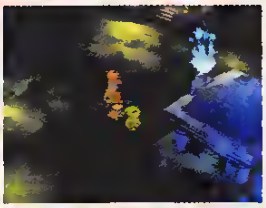
Q: *I can't get anything to happen in the town of Coastal!*
A: You'll have to speak to the innkeeper at the temple, then to the King, then go to the Inn to rest in order to advance the plot here. After waking up in the middle of the night, you'll be able to explore the rooms above the King's chambers and speak to the town bard to learn the history of Sharkeye the pirate. Finally, return to the Inn to finish your rest; in the morning you'll be summoned to the King to continue your adventure.

BOSS—Seahorser, Gamadius, SeaDragon



This trio of evil has some nasty tricks, but is not very difficult to take out. The Seahorser and SeaDragon both seem more intent on acting as healers than attacking, although they are capable of hitting your whole party with magic attacks. If you have heavy attack skills that will hit all three of the enemies, make use of them, but Gamadius is the one you'll want to concentrate on. If you kill either of the seahorses, Gamadius will just revive them on the next turn, so it's better to concentrate your attack on him while bolstering your defenses with WoolGuard, MagicWall, Bounce and Upper spells to reduce the damage inflicted by his ColdBreath attack. After Gamadius falls (he's not too hardy), the seahorses can be easily mopped up. After defeating the baddies, be sure to examine the glowing wall to get some Glim Moss.

Q: *What's the RainbowDew the scholar is talking about and where do I find it?*
A: Before heading to the lighthouse, you must return to the present day and enter



the blue portal in the Ruin. This leads to an area of the underground river in Estard. Follow the river to the east, then examine the water in the next area to fill your bottle with a sample of the RainbowDew. Now return to Coastal via the pedestal and you'll be equipped to complete the lighthouse quest!

BOSS—BeliMawr



At this stage in the game, you'd expect a real challenge out of every boss you meet, but BeliMawr is easy to beat. He only uses physical attacks, so boost your party's defense and then let him have it with everything you've got. BeliMawr has a powerful attack that can hit everybody for up to 60 HP, but a character with HealUs can easily repair the damage. The only real threat is his brutal strike, which can inflict a ton of damage and kill a single character. However, you should have a variety of revive skills at your disposal by now (Vivify, Revive, LifeSong, and others are scattered throughout the classes) to counter this attack. You'll receive a ? Shard after the battle.

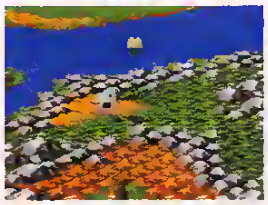
Q: *How do I get the Pilot Fire to light the lighthouse?*
A: You'll have to travel to Engow and talk to the elder. He'll give you permission to take some after reading the letter from the King of Coastal. Return downstairs and talk to the man near the pilot fire to get it. Return to Coastal with the pilot fire and use it to start the lighthouse flame burning again. Next, head into the house just east of the Inn and examine the shelf there to move it out of the way and reveal a door. Head through the door and get the ? Shard from the chest. After taking care of this, be sure to visit the Halflings and get the treasure from their storehouse, including another ? Shard.

Q: *What do I need to do in present-day Coastal?*
A: You can visit the King—who is now living with the Halflings under the mountain—to receive a special membership card for the casino that has replaced the old castle. Take the card to the woman on the second floor casino balcony and she'll raise your luck at the games. The only thing you really need to do here, though, is talk to the woman on the second floor of the house just east of the Inn. Her husband won a Shard at the casino, but he's not there; look for him in the tunnel under the casino (the one that leads back to the town entrance). You'll find that he sold it to the armorer, so head to the shop next. He's not there, but his wife will direct you to the lighthouse. For the third time, you'll need to make the trek to the top of the lighthouse. The armorer will tell you that he gave it to the priest, so it's back to Coastal, this time to the dining room down the stairs in the southwest area of the casino. He'll leave quickly; you'll need to go to the temple to catch up to him again. Ask him about the Shard, then talk to the nuns. Finally, search the altar and you'll find the ? Shard.

GOD AND THE DEMONLORD

Q: *Now that I've completed all of the tablets in the Ruin, where do I go next?*
A: With some new ? Shards in your possession, you can return to the Sky Fane and complete the Pedestal of Resurrection tablet there. Tip: To reach the Pedestal, get back on the moving platform after you arrive at the Fane and press **Up** to travel to a new area. Go northeast to find one of the fallen Sky Fanes. Retrace your steps through the water maze and use the BlissRock at the same place as you did in the present. The fallen Fanes will rise into the sky. Return to the present and head to the Sky Fane. Now you'll be able to travel between all of the risen Fanes. Travel to the southern Fane and you'll receive the Sky Stone, a flying vehicle that can travel over any terrain!

Q: *Where can I go with the Sky Stone?*



A: You can reach areas enclosed by mountains that the carpet couldn't. One such area is north of Hamelia. Go there and enter the temple. The man inside will give you a ? Shard. After you've done this, head to the archaeological dig northwest of Estard. The cave entrance there is now open, so head in and make your way through the caverns. At the bottom you'll find another pedestal. Complete it using the remaining ? Shards you've collected.

BOSS—Orgodemir





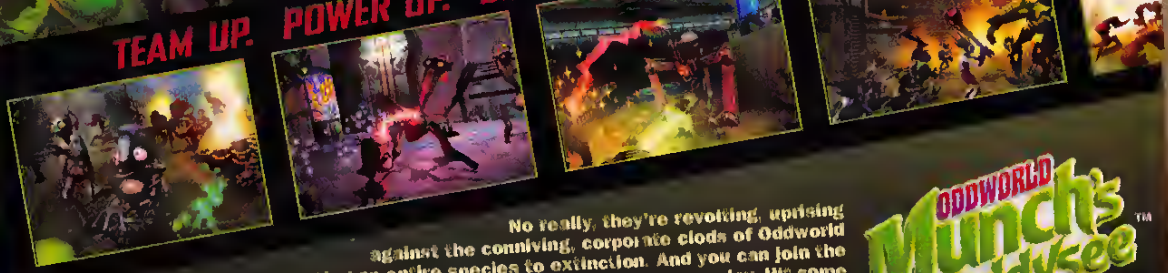
Orgodemir has two forms, so try to conserve some MP for the second, tougher battle. His first form can hand out some hefty damage, but simple healing spells and herbs should be enough

GOD AND THE DEMONLORD CONTINUED ON THE NEXT PAGE

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to keep your party alive while you dish out the damage. Don't bother using defense boosting spells during this match, though—Orgodemir can dispel them, and he'll do it every couple of turns whether you've used effect spells or not. Simply keep your party healthy and you'll get through part one of the battle without trouble. Orgodemir's second form is more powerful, and also has the magic dispel move, so your defense-boosters will have to sit this round out as well. His magical attacks aren't as deadly this time around, but he's got a massive 200+ HP-draining physical attack that can really put a crimp on your strategy. You can use a character with the Guardian skill to absorb it if he or she has high HP, or use a parry ability to take a chance on deflecting it; otherwise, you'll need to have those WorldLeaf/Revive/LifeSong skills handy and resurrect your fallen comrades as soon as possible. Again, keeping your party healthy is the key to this battle.

SEARCH FOR THE LEGENDARY TULA PLAYER

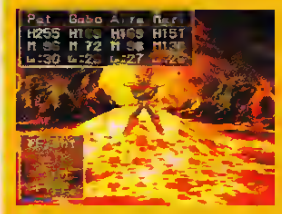
Q: *How do I find the Tula Player?*
A: After arriving back on Estard Island, head to the castle and visit the King in the dining room. He suggests that you try looking in Mardra for the Tula player. Head there and you'll find the music contest is about to begin. Afterward, Johann will join your party and you'll need to head to the underwater Temple of God near the Dejan camp. Go through the cave and lower the water level the same way you did it earlier in the game. After the ceremony of resurrection, you'll be returned to the Ruin. Head to Fishbel for a celebration. Talk to the chef on the fishing boat to get things started.

Q: *As Melvin, what do I need to do in Coastal?*
A: The goal is to get a piece of the pilot fire, which is at the top of the lighthouse. Before you can enter, though, you'll have to talk to the King in the Halfling Cave and get his permission. Then you must climb the lighthouse yet again and reach the flame at the top. Back at the Ruin, you'll find the flame atop the red traveler's gate is burning once again. Go through the portal inside to travel to the volcano near Engow.

THE FLAME SPIRIT

Q: *Where do I need to go in Engow?*
A: Find Pamela, then talk to the Mayor. After Pamela joins your party, you'll need to head to the volcano and make your way back to the bottom, where you fought the boss much earlier in the game. You'll find a new passage there, leading to a new area.

BOSS—Flame Spirit



Put up your Barrier spell or any anti-flame techniques your party has learned and keep them up throughout this battle. The Flame Spirit only uses fire attacks, so this will help reduce the damage he can dish out. He's also susceptible to Sap and other defense-lowering techniques, so hit him with a couple of these and keep them going throughout the battle to make all of your attacks more effective. I found that casting TwinHits on my most powerful fighter and having him use QuadHits was also super-effective. The first hit did 110-120 HP of damage, with the remaining three inflicting around 150 additional points of damage—that's nearly 300 HP of damage every turn! Otherwise, use your most powerful attacks (cold-based attacks and spells are effective, flame-based ones are not, as you might expect) and designate a healer to cast HealUs as needed, you'll get through the battle without a problem.

Q: *What do I need to do in Fishbel after defeating the Flame Spirit?*
A: Talk to Mollie on the docks, then talk to Amitt to board the boat. Head below deck and talk to Amitt again to get things underway.

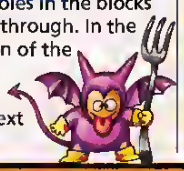
Q: *Where can I go with Sharkeye's ship?*
A: After the intermissions, the ship will be anchored just offshore of Dharma Temple. Talk to the seaman on the deck near the ladder to disembark. You can visit Dharma to change classes if you need to, or withdraw money from your bank account. When you're finished, return to the boat and talk to the Helmsman (at the wheel) to return to Fishbel. You'll be able to use the ship to travel between Fishbel and Dharma as needed. There are now two more traveler's gates in the Ruin available to you—one leads to the Terra Spirit and one to the Wind Spirit. You can attempt either area at this time.

THE WIND SPIRIT

Q: *I'm stuck in the Wind Maze. How do I get through?*



A: This area can be frustrating, as the entire maze rotates and it's easy to become disoriented. Look for holes in the blocks that you're able to fall through. In the second and third section of the maze, they represent the only way to reach the teleporter to the next section of the maze



BOSS—Nengal



Nengal uses physical attacks and can cause up to 160 HP of damage to a single character, but at this point in the game, your party should be well stocked with defense-boosting spells, healing and revives as well as powerful attack techniques. Bring in a summoned creature if you have a Sage to add some protection to your group, and use your Increase and Upper spells to boost defense. Nengal has a lot of HP, but he's no threat to you.

Q: *What do I need to do after defeating Nengal and getting the Wind Armor?*



A: Return to the Fane (where you arrived via the traveler's gate) and visit the Wind Spirit statue on the balcony. Place the Wind Armor on the statue to awaken the spirit.

THE TERRA SPIRIT

Q: *How do I find the Terra Spirit?*
A: Head to Dune village and talk to the Elder, then travel to the castle and talk to the Queen. Return to the elder and his youngest son will join your party. Head outside and pick up the son at his hut behind the elder's house, then climb into the big vase in the center of town. Talk to the man there and follow him outside to get things started. After he draws most of the Terra Spirit's body, return to the castle; the Queen will allow you into the underground Fane to search for the clues you need to summon the Spirit.

Q: *How do I solve the casket puzzle in the Sphinx?*



A: Simply close the door of each casket in the room until the room is pitch black. The Seer's Eyes will appear. Collect them and continue onward.

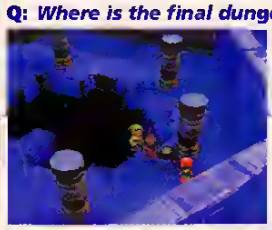
Q: *How do I get through the Stone Head in the Sphinx?*
A: Stand in front of the head for several seconds and the mouth will open, allowing you to pass through and grab the Rouge Gem.

Q: *I have all of the Gems from the Sphinx, but I still can't make the Terra Spirit face with them.*
A: The Gems should all represent different parts of a face. You've collected the eyes, rouge, nose and heart... heart? Examine the Heart Gem by using it, and you'll be able to break it in half to create two ear-shaped gems. Now you've got the necessary ingredients for recreating the Terra Spirit's face. Return to the old man in the desert to revive the Spirit.

Q: *How do I awaken the fourth Spirit?*
A: The Water Spirit is the easiest of them. Simply return to Fishbel and board Sharkeye's boat, which is docked nearby.

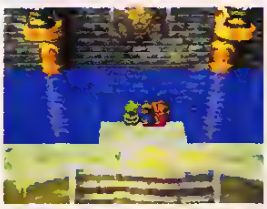
Q: *Maribel left the party again! Can I get her back for the final battle?*
A: Yes. After the cutscene with God, Melvin joins the party and Maribel heads for home. If you return to Fishbel and visit Maribel at her house, you can swap out another party member and get her back.

Q: *Where is the final dungeon?*



A: It's beneath God's tower on the island northwest of Estard. You must take the Flying Stone to reach the roof, then make your way down to the ground floor, where you'll find a giant hole in the floor. Drop through it to enter the final dungeon. This final area isn't very difficult to navigate, but you will face the toughest monsters in the game. I recommend staying in the areas below the tower and getting into battles, because there's a pretty good chance that you'll encounter groups of Metalys that will merge together into a MetalKing. Have your main fighter use EvilSlash or MetalCut against it; when you win the battle you'll earn 33,000 EXP! A few fights against MetalKings and you'll gain levels fast. Also, don't worry about breaking out your best magic attacks to get through the hard battles; you'll be completely healed and regain all MP just before the battle against Orgodemir begins.

Q: *How do I cross the moat at the bottom of the tower?*



A: Use any one of the four Spirit Charms to take you to one of four possible areas. Each of them will lead you to the final boss. I found the Fire Spirit's area to be the easiest to navigate.

BOSS—Orgodemir (First Form)



The first round against Orgodemir isn't very hard. Use your standard boss tactics, bring in a summon to help out, raise defense and hit him with your best stuff. It also helps to know that Orgodemir has four forms you'll have to defeat, so try to keep a good portion of your MP in reserve for the more powerful later forms.

BOSS—Orgodemir (Second Form)



This is where the battle gets tough. Orgodemir here is basically the same as he was when you fought him earlier in the game, although he's got some powerful new attacks. Most importantly he can attack three times per round and has a move that dispels all magic effects on your party. Because of this, you'll have to monitor your barrier and defensive spells and keep them up to ward against his attacks.

BOSS—Orgodemir (Third Form)



Orgodemir breaks out the powerful physical attacks in this form... and he can also hit your characters with heavy poison damage. The ability to dispel poison effects is very useful. He'll continue using the Light Pulse move to dispel your defense magic, so pay attention and get your barriers back in place whenever this happens. Orgodemir does not have high HP in this form, so you'll beat him much faster than the previous two forms.

BOSS—Orgodemir (Fourth Form)



This is it; the final showdown. If you've made it this far, you should have what it takes to finish this battle. Orgodemir has been saving his best attacks for last, it seems, so make sure you've got magic barriers in place. He's got a couple of huge magic attacks that can destroy your party if it's left unprotected. He'll also bring some monsters into the fight, but you can safely ignore them and concentrate everything you have left on Orgodemir. This is the only version of the final boss that can heal itself, and he'll use this ability a lot. You'll need to compensate by dealing out a lot of damage on every round to keep him hurting. High-level Godhand and Hero attacks work great for this, as do magic spells like Explodet and Blaze-Most. If you keep the pressure on, the defenses up and your party's health at maximum, you shouldn't have too much trouble finishing this fight.

Congratulations! You've saved the world and probably spent at least 100 hours in the world of *Dragon Warrior VII*. Now it's time to revisit all of the towns, villages and castles you saved and reap the benefits of your victory! Enjoy the lengthy ending and keep playing if you so desire. After all, there are still prizes to be won in the casinos...and have you placed first in the contests for style, intelligence and power yet? Did you collect all of the TinyMedals and get the best prizes from the Medal King? Did you achieve the most powerful job classes for your characters? It's fun to keep going and see what new things you can discover even after saving the world!



SELECT GAMES



Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 50 and 51? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!

PARAPPA THE RAPPER 2

T&T PICK!

Sony • January • 1-2 Players

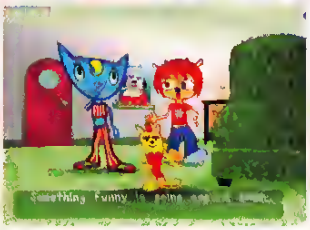














Parappa, the rappin' dawg, throws down the beats on the PlayStation 2 to bring in the New Year! In *Parappa the Rapper 2*, our knit-capped friend wins a hundred years worth of noodles in a contest. Parappa loves noodles, but he's grown tired of having noodles for breakfast, lunch and dinner every single day! Things don't get any easier when his favorite girl, Sunny Funny, has him over for dinner and serves... noodles! Parappa nearly gags at thought of eating more noodles and ends up upsetting poor Sunny. Downtrodden, Parappa and his sleepy-eyed buddy, P.J. Berri, head to the local burger joint only to discover that noodle-burgers are the only thing on the menu. What?! Something funny is going on in Parappa Town—some kind of strange noodle conspiracy! As Parappa tries to get down to the bottom of this noodle invasion, he meets several masters along the way that teach him the art of rapping, including his old beloved teacher, Chop Chop Master Onion. Actually, Master Onion has moved up in the world and now has his own TV show where he teaches "romantic karate." If you've played *Parappa the Rapper* or *Um Jammer Lammy* on the PlayStation, you should have no problem jumping right into the "Simon Says" style of gameplay, but *Parappa the Rapper 2* also caters to beginners with practice sessions in between stages to spruce up your rapping skillz. Other new features in *Parappa the Rapper 2* include plenty of versus options, both against a second player and the computer. Players can challenge the masters of each stage to a rapping duel to see who can bust out the serious rhyme. A "kick, punch, chop" bonus mini-game also breaks up the single-player story to pump up your high score. Lammy appears in the game with her band Milk Can, and character designer Rodney Greenblat (creator of Parappa, Lammy and all of the other characters in the series) even has a cameo as a TV reporter! *Parappa the Rapper 2* welcomes both rookies and veterans with helpful introductory steps and multi-tiered challenges. Of course, the real charm of *Parappa the Rapper 2* is getting to enjoy another chapter in the wonderful world of Parappa Town.



CIRCUS MAXIMUS: CHARIOT WARS

TIPS & TRICKS PICK!

Encore • 1st Quarter • 1-4 Players









Circus Maximus: Chariot Wars combines the ferocity of the classic chariot race scene in *Ben Hur* and the blood-lust of last year's *The Gladiator* movie. Each horse-drawn chariot has a driver in the front and a warrior in the back. The game has a unique control scheme that allows players to control both the driver and the warrior as they race and clash against opponents toward the finish line. 37 different tracks await the hardy warriors, from the grand arenas of Greece and Rome to the treacherous terrain of rural Germania and Brittania. Each track has power-ups, short-cuts and hazardous obstacles to boost or hinder your position in the race. There are several factors that need to be monitored while you're racing: horse pacing, warrior health and chariot balance. A pace meter tracks whether you are over-exerting your horse or being a little too kind. The trickiest part of the game is trying to keep your chariot from tipping by having your warrior lean in different directions as the chariot careens around twists and turns. The wipe-out scenes are cool enough that it doesn't feel like quite a loss when you get into a jam. Skilled players can even learn to balance on one wheel of a trashed chariot until the driver locates a health pick-up to automatically repair the vehicle. The real thrill of *Circus Maximus* arrives when you get four players to play the multiplayer mode. The players are split into two teams with one player controlling the driver and the other controlling the warrior. The frantic action of trying to maintain balance and tactically engage the enemy while tearing through an ancient villa makes for a fresh new video-game experience we haven't seen in a while. *Circus Maximus: Chariot Wars* has several modes and difficulty levels that eventually unlock extra tracks, horses, warriors, drivers and chariots. The easier modes essentially strip down the control scheme to a few basic commands like driving and attacking. As you enter races with a higher difficulty setting, you will become responsible for even more complex commands like ducking under tree branches, facing the opponent, blocking, leaning and so on. The game has a fun balance of historically-accurate realism and over-the-top, arcade-style play. *Circus Maximus: Chariot Wars* is an Xbox exclusive title and will hit the store shelves sometime in the early part of 2002.







MAX PAYNE

Rockstar • Available Now • 1 Player



The highly acclaimed PC title *Max Payne* is making its way to the console realm via the Xbox. Max was once a family man with a loving wife, a newborn baby and a clean-cut job as a DEA agent. The game begins with Max returning home to find his family ruthlessly murdered by thugs employed by the Mafia. Not a pretty start—in fact, it's downright depressing. *Max Payne* is a dark game with some disturbing imagery, but the tongue-in-cheek "film noir" narration lightens up the action. The game also has plenty of comic book-style story sequences to further the plot. With nothing left to lose, Max goes on an all-out rampage against the drug-pushing crime lords that took away his happy life. Decked out in a long trench coat and wearing a perpetual grimace, Max can perform moves that are straight out of the movie *The Matrix*. Using a feature called "bullet time," Max can slow down time and evade bullets in slow-motion while pumping lead into his enemies. This effect is as close to a John Woo action flick as you can get. Max can dive forward, backward and to the sides when he fires away in "bullet time." In most situations, there are so many enemies coming at you at once that the game would be impossible without this ability. However, "bullet time" can only be used when the accompanying gauge is filled up, preventing you from abusing this clear advantage. Max will come across rifles, rocket launchers, grenades and other weapons of disaster to exact his revenge. There are even some chilling dream sequences that serve as nifty little breaks from the constant gunplay. *Max Payne* is a dark world of seedy characters, down-and-out junkies and lost hope. It's not exactly a feel-good title, but the "bullet time" effect is definitely revolutionary and needs to be experienced by anyone who's ever played action games. Something tells us that this effect will be copied by many games in the near future. *Max Payne* is also available for the PlayStation 2.











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PlayStation®2

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Blood
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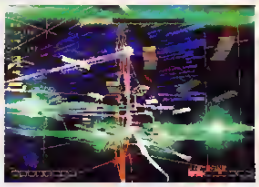
Note, Rockstar will be following IDSA guidelines for M rated games in the marketing of this game.

This game contains violent language and behavior and may not be appropriate for persons under the age of 17. It is a comic interpretation of gangster activity and the story, names and incidents portrayed herein are fictitious. No identification or similarity to actual persons, living or dead, or to actual events is intended or should be inferred. Any resemblance is coincidental. The makers and publishers of this videogame do not in any way endorse, condone or encourage this kind of behavior

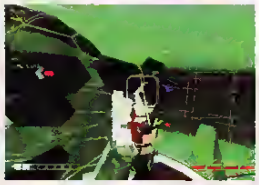
REZ

TIPS & TRICKS PICK!

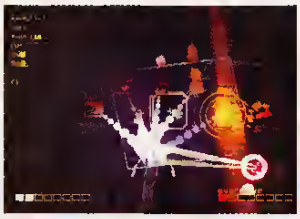
Sega • January • 1 Player

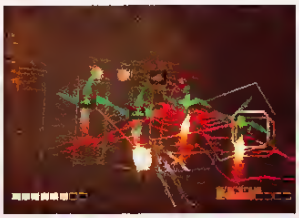






Rez was released both on the Dreamcast and the PlayStation 2 in Japan, but in the U.S. we'll only see the PS2 version. *Rez* has very unique *Tron*-inspired graphics that we don't see too much in games anymore. In fact, this shooter is very reminiscent in look and feel of classic arcade games like *Tempest*. You control a shiny android-like character (Dural from *Virtua Fighter*, perhaps?) that can "lock on" to multiple targets and fire a spray of artillery, not unlike the *Panzer Dragoon* series. At its heart, *Rez* is a straight-ahead shooter, but there is a certain musical interaction that adds to the fun of the game. Every stage is accompanied by a techno beat that intensifies as you progress further into the level. Each button press, target lock-on, ammunition fire, explosion and item pick-up creates a percussion sound or sample that is perfectly timed to the rhythm of the music. So whether you are intentionally or unintentionally playing the game to the sound of the beat, you are essentially creating your own game soundtrack as you play. As in most shooters, each stage culminates into a dramatic battle against a boss with specific attack patterns and vulnerability points, resulting in a symphony of sound samples that'll give you a sensory overload! Because of the general lack of arcade-style shooters these days, fans of the genre can quench their thirst with *Rez*. Hopefully the fresh and unique style of *Rez* will inspire more developers to redefine what shooters can be in the future.







SHADOW HEARTS

TIPS & TRICKS PICK!

Midway • Available Now • 1 Player

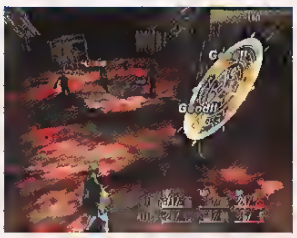












With over-the-top and in-your-face franchises like *Mortal Kombat* and *NFL Blitz*, Midway is the quintessential American video game company...which is why we're surprised by the company's decision to bring over a Japanese role-playing game and translate it for the U.S.! Developed by Sacnoth, the same developer behind *Koudelka* for the PlayStation and *Dive Alert* on the NeoGeo Pocket, *Shadow Hearts* puts you in the shoes of an unlikely hero named Yuri who has something of a loud mouth and likes to get fresh with the ladies. In a spate of random coincidences, Yuri winds up rescuing a young girl named Alice from an evil sorcerer at the beginning of the game. Yuri starts to hear voices in his head telling him that he is destined to protect Alice, who also seems to possess mysterious powers. Yuri's traveling party grows as he befriends more characters in the game. *Shadow Hearts* adds a few interesting twists to the standard turn-based battle system. A dish-like gauge called the Judgement Ring will appear as a character gets ready to perform an action. A spinning lever rotates around the dish while you try to hit the controller button as the marker passes over certain colored areas, much like a swing bar in a golf game or a kick meter in a football game. The meter will display your timing skills by flashing messages like "Nice!" or "Cool!" The better your timing, the more devastating your attack powers are. The Judgement Ring will sometimes appear even while performing a menial task like opening a door. As Yuri defeats certain monsters, he gains their abilities and can transform into them during battle. The world of *Shadow Hearts* is divided into the living realm and the underworld—Yuri must conquer both in order to wrestle his own personal demons. *Shadow Hearts* has a good story and a lot of vibrant personality as a role-playing game—we hope to see Midway bring over more titles like these in the future.

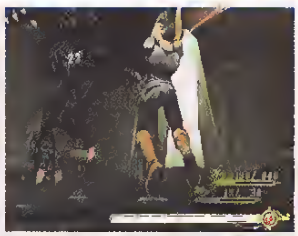
TSUGUNAI: ATONEMENT

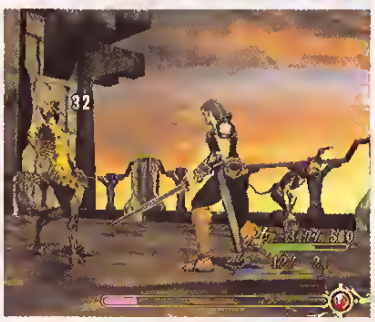
Atlus • Available Now • 1 Player











The title and the accompanying package art may lead people to believe that this game is an anime-inspired Japanese role-playing game, but *Tsugunai: Atonement* is more akin to medieval knights and swords rather than blue-haired heroes and bratty side-kick girls. But that's over-simplifying things a bit, because *Tsugunai* has some notable aspects that distinguish it from other, more standard RPGs. Your main character is a knight named Reise, a loyal warrior who stole the mystical Treasure Orb from the God of Light. Although Reise was only following the orders of his superiors, the God of Light punishes him by separating his soul form his body. As Reise's body rests in a secluded monastery, he must atone for his sins by helping the good folk of Walondia to regain his physical being. Reise's soul is able to possess other people and use them for his purposes, but the only ones he can possess are those who are sad or in pain. The battle system is turn-based with a complex blocking and countering system that takes a little practice to get used to. By possessing various characters, Reise gains the unique abilities of the body he's using. As you gather Magical Runes, you acquire the ability to summon powerful creatures as well. *Tsugunai: Atonement* is a solid title in the growing library of RPGs for the PlayStation 2.

ARMY MEN: RTS

3DO • January • 1 Player









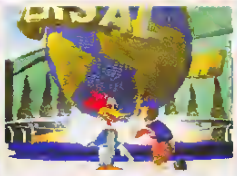


The "RTS" in *Army Men: RTS* stands for real-time strategy, a term that *Command & Conquer* and *StarCraft* players know all too well. You almost wonder why the *Army Men* franchise hasn't done this before, given that little plastic army guys are perfect for this kind of scenario. In *Army Men: RTS*, you control the Green Army troops and your mission is to defeat the evil Colonel Blintz, a former Green soldier that's turned Tan! With an RTS game come all of the familiar RTS responsibilities: allocating resources, managing troop formations, re-supplying squadrons and other general tactical decision-making. *Army Men: RTS* has over 35 missions, including a three-level tutorial for starters. Let's go melt some plastic!

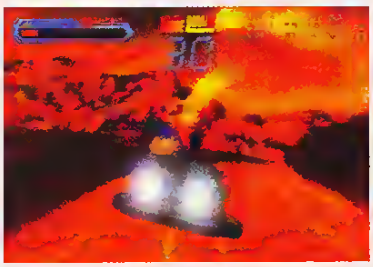
UNIVERSAL STUDIOS PARK ADVENTURE

Kemco • Available Now • 1-2 Players









Universal Studios Park Adventure is basically a rich collection of mini-games. Spend a day at the world-famous Universal Studios with Woody Woodpecker as your tour guide. The park offers a wide range of activities: rescue a burning building in *Backdraft*, shove barrels down a shark's mouth in *Jaws*, soar at the speed of light in *Back to the Future*, destroy the T-Rex in *Jurassic Park* and more! Players collect stamps located throughout the park to unlock new levels. *Universal Studios Park Adventure* is basically a pick-up-and-play game that's not terribly challenging. It's meant for the whole family to enjoy—just like the real thing!

SILENT HILL 2: RESTLESS DREAMS

Konami • Available Now • 1 Player





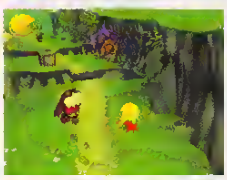
Xbox owners will get to enjoy the same creepiness that PlayStation 2 owners are feeling right now—and more! *Silent Hill 2: Restless Dreams* is being billed as the "director's cut" version of the PlayStation 2 game. An additional six hours of gameplay have been added to the Xbox version in an added scene entitled "Born From a Wish". Maria is now a playable character in addition to James. The game has also undergone a vast visual improvement using the powerful Xbox hardware. Also, the scratchy Cinematic Noise Filter visual effect can be turned on or off right from the start, whereas the PlayStation 2 version required that you beat the game first before giving you that option. Hardcore *Silent Hill* theorists will probably play the Xbox version as well just to get the full scoop on this mysterious epic.





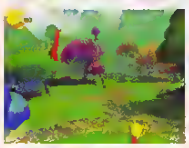
PAC-MAN WORLD 2

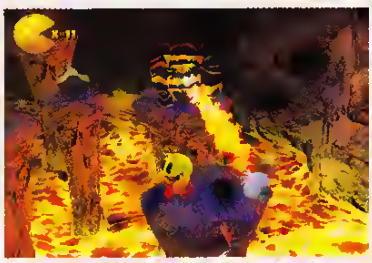
Namco • Winter • 1-2 Players

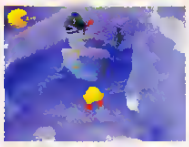


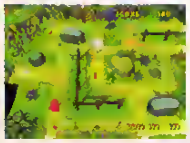












Pac-Man begins a new quest with six new worlds to explore in *Pac-Man World 2*. The game brings back a lot of the same delightful pastimes found in *Pac-Man World* on the PlayStation: running from ghosts and eating dots! *Pac-Man World 2* adds a few new challenges by giving Pac-Man the ability to skate, rollerblade, submarine dive and more! The game also incorporates more platform-style gameplay than the previous title to break up the maze portions of the game. *Pac-Man World 2* should be out in the first part of 2002.

DARK ARENA

Majesco • January • 1 Player

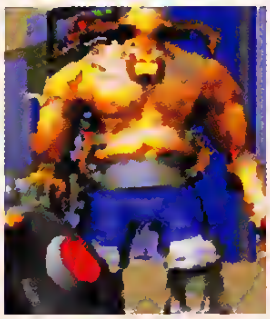








First-person shooter fans are now forced to put down some bucks for the Game Boy Advance with games like *DOOM*, *BackTrack* and now *Dark Arena* from Majesco hitting store shelves in a flurry. Something has gone terribly wrong at the United Arms Organization where genetically-engineered test subjects have gone on a rampage. It's up you as the sole survivor to demolish these mutants before they leak out into civilization. *Dark Arena* is a no-nonsense frag-fest that'll have your Game Boy Advance ripping at the seams. There are a few puzzle solving areas but the primary goal is to waste the enemy! The game also supports the link cable for multiplayer deathmatches. Lock and load!

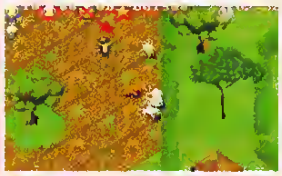


SHEEP

Capcom • January • 1 Player



Based on the PlayStation game of the same name, *Sheep* will test your sheepherding skills on the Game Boy Advance. Choose the type of sheep dog you want to control and herd those wooly mammals into their pen...it doesn't get any simpler than that! The courses do get tougher as you play the game, however, making it harder to keep your sheep from going astray. The game has several difficulty levels as well as varying species of sheep to herd with their own personality traits. It's a great game to play on your handheld just before you go to bed—counting sheep has never been this much fun!







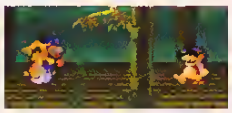
PREHISTORIK MAN

Titus • January • 1 Player











The Super NES game *Prehistorik Man* evolves into a handheld version for the Game Boy Advance. Prehistorik Man can run, jump, scream and ride a bunch of high-tech gadgets like hang gliders, pogo sticks and rafts! Where did they find those things back then? The game boasts over 24 levels of wild, untamed environments. The release of *Prehistorik Man* has been delayed, but it should be in stores come January.

MONSTER JAM

Ubi Soft • February • 1 Player









They're the ugly beasts of the auto world: Monster Trucks! Drive and destroy these vehicles of unmatched power in *Monster Jam*! The game contains over 20 licensed Monster Trucks, including the popular Wolverine and Gravedigger. Pull off massive combos by flipping, bouncing and spinning atop your enemies. Six raucous arenas await with plenty of bonus sub-levels to unlock. Your goal is to be the last truck standing when the mayhem subsides. Tweak your vehicles with extra parts as you win tournaments to create the monster you've always dreamed of. *Monster Jam* squeezes into your Game Boy Advance this February!

GAME TRACK!

Your handy resource guide for tracking upcoming game releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.*

PLAYSTATION
1ST QUARTER 2002
Bear in the Big Blue House (Ubi Soft)
Dodge Ball (Agetec)
Free Wheelin' USA (Ubi Soft)
Kick Boxing (Agetec)

PLAYSTATION 2
JANUARY
Caesar's Palace (Rockstar)
Downforca (Titus)
Dragon Rage (3DO)
Drakan: The Ancients' Gates (Sony)
Deus Ex: The Conspiracy (Eidos)
Duke Nukem (Rockstar)
ESPN Winter Sports 2002 (Konami)
Final Fantasy X (Square/EA)
Forever Kingdom (Agetec)
Gitaroo Man (Koei)
Hot Shots Golf 3 (Sony)
Jonny Moseley Mad Trix (3DO)
K Project (Sega)
The Lost (Crave)
Moto GP 2 (Namco)
Namco Museum (Namco)
NBA 2K2 (Sega)
NBA ShootOut 2002 (Sony)
Parappa the Rapper 2 (Sony)
Salt Lake 2002 (Eidos)
Shadow Man The Second Coming (Acclaim)
Shifters (3DO)
State of Emergency (Rockstar)

FEBRUARY
Aliens: Colonel Marines (EA)
Barbarian (Titus)
Blood Omen 2 (Eidos)
Britney's Dance Beat (THQ)
Commandos 2 (Eidos)
Dune (Dreamcatcher)
Evil Twin (Ubi Soft)
Herdy Gerdy (Eidos)
Jekyll & Hyde (Dreamcatcher)
Maximo (Capcom)
Medal of Honor: Frontline (EA)
Mega Race 3 (Dreamcatcher)
Mobile Suit Gundam: Zeonic Front (Bandai)
Monsters, Inc. (Sony)
No One Lives Forever (Sierra)
Pac-Man World 2 (Namco)
Pirates of Skull Cove (EA)
Run Like Hell (Interplay)
SOCOM Navy Seals (Sony)
Star Trek Shattered Universe (Interplay)
Stuntman (Infogrames)
Top Angler (Xicat)
Trophy Bass 2 (Sierra)
Virtua Fighter 4 (Sega)
Woody Woodpecker (Dreamcatcher)
Zorro (Dreamcatcher)

MARCH
Air Ranger (BAM!)
Conflict Zone (Ubi Soft)
Eve of Extinction (Eidos)
E.T.: Return to the Green Planet (New Kid Co.)
H2Overdrive (Crave)
Jimmy Neutron: Boy Genius (THQ)
Jurassic Park 3: Survival (Universal)
Kelly Slater's Pro Surfer (Activision)
King's Field IV (Agetec)
Mat Hoffman's Pro BMX (Activision)
Monster Jam Maximum Destruction (Ubi Soft)
Powerpuff Girls (BAM!)
Pryzm: The Dark Unicorn (TDK)
Rainbow Six: Rogue Spear (Ubi Soft)
Rally Simulation (Ubi Soft)
Rayman M (Ubi Soft)
Star Wars: Jedi Starfighter (LucasArts)
Star Wars Racer II (LucasArts)
Tekken 4 (Namco)
Test Drive (Infogrames)
Tom & Jerry: Brawl (New Kid Co.)
TransWorld Surf (Infogrames)
The Weakest Link (Activision)
World of Outlaws: Sprint Cars (Infogrames)

POSSIBLE IN 2002
AirBlade (Namco)
Alpine Racer 3 (Namco)
Ape Escape 2 (Sony)
Armored Core 3 (Agetec)
Dead to Rights (Namco)
Defender (Midway)
Dr. Muto (Midway)
Eternal Arcadia (Sega)
Final Fantasy XI (Square/EA)
Fire Blade (Midway)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Kengo: Master of the Bushido 2 (Crave)
Kingdom Hearts (Square/EA)
Legion: The Legend of Excalibur (Midway)
The Matrix (Interplay)
Minority Report (Activision)
Mortal Kombat S (Midway)
NBA Ballers (Midway)
Need for Speed: Hot Pursuit 2 (EA)
Ninja Gaiden (Tecmo)
Onimusha 2 (Capcom)
Ozzy's Black Skies (iRock)
Red Card Soccer (Midway)
Sky Gunner (Sony)
Space Channel 5: Part 2 (Sega)
Spider-Man: The Movie (Activision)
Star Ocean 3 (Enix)
Survivor 2: Resident Evil Code Veronica (Capcom)
Survivor 3: Dino Crisis (Capcom)
Tenchu 3 (Activision)
The Thing (Universal)
TimeSplitters 2 (Eidos)
V'Room (Interplay)
Wild Arms 3 (Sony)
WipeOut Fusion (Sony)
Xenosaga (Namco)
Zombie Revenge (Acclaim)

XBOX
JANUARY
Blood Wake (Microsoft)
Driven (BAM!)
NBA 2K2 (Sega)
Thunderstrike: Operation Phoenix (Eidos)

FEBRUARY
Ballistic (Xicat)
Blood Omen 2 (Eidos)
Crazy Taxi Next (Sega)
The Elder Scrolls III: Morrowind (Bethesda)
Gun Valkyrie (Sega)
Maximum Chase (Microsoft)
Medal of Honor: Allied Assault (EA)
New Legends (THQ)
TransWorld Snowboarding (Infogrames)
Wreckless (Activision)

MARCH
Back Pedal (THQ)
Buffy tha Vampire Slayer (Fox)
House of the Dead 3 (Sega)
Test Drive (Infogrames)
Tom Clancy's Ghost Recon (Ubi Soft)
Unreal Championship (Infogrames)

1ST QUARTER 2002
Batman: Vengeance (Ubi Soft)
Circus Maximus (Encore)
Hunter: The Reckoning (Interplay)
Jet Set Radio Future (Sega)
Loons: The Fight for Fame (Infogrames)
Spy Hunter (Midway)

POSSIBLE IN 2002
Defender (Midway)
Dr. Muto (Midway)
Freaky Flyers (Midway)
Genma Onimusha (Capcom)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Hitman 2 (Eidos)
Jackie Chan Adventures (Encore)
Kelly Slater's Pro Surfer (Activision)
Legion: The Legend of Excalibur (Midway)
Malice (Argonaut)
Mat Hoffman's Pro BMX (Activision)
The Matrix (Interplay)
Minority Report (Activision)
MLB Slugfest (Midway)
Mortal Kombat S (Midway)
Panzer Dragoon (Sega)
Phantasy Star Online (Sega)
Red Card Soccer (Midway)
Shenmue II (Sega)
Spider-Man: The Movie (Activision)
The Thing (Universal)
Tony Hawk's Pro Skater 3 (Activision)
Wave Rally (Eidos)

GAMECUBE
JANUARY
Dark Summit (THQ)
NBA Courtside 2002 (Nintendo)
NFL Blitz 20-02 (Midway)

FEBRUARY
18-Wheeler: American Pro Trucker (Acclaim)
Eternal Darkness (Nintendo)
Jeremy McGrath Supercross World (Acclaim)
Legends of Wrestling (Acclaim)

MARCH
Batman: Dark Tomorrow (Kemco)
Galleon: Island of Mystery (EA)
Spy Hunter (Midway)
Star Fox Adventures: Dinosaur Planet (Nintendo)

POSSIBLE IN 2002
Animal Forest (Nintendo)
Bloody Roar: Extreme (Hudson)
Disney's Mickey Mouse (Nintendo)
Donkey Kong Racing (Nintendo)
Doshin the Giant (Nintendo)
Dr. Muto (Midway)
Gauntlet: Dark Legacy (Midway)
Gravity Games Bike: Street, Vert, Dirt (Midway)
Kameo: Elements of Power (Nintendo)
Kelly Slater's Pro Surfer (Activision)
The Legend of Zelda (Nintendo)
Mario Sunshine (Nintendo)
Metroid Prime (Nintendo)
MLB Slugfest (Midway)
Mortal Kombat S (Midway)
NBA 2K2 (Sega)
NBA Ballers (Midway)
NBA Street (EA)
Perfect Dark 2 (Nintendo)
Phantasy Star Online (Sega)
Red Card Soccer (Midway)
Resident Evil (Nintendo)
Sonic Adventure 2 Battle (Sega)
Soul Calibur 2 (Namco)
Turok Revolution (Acclaim)
Virtua Striker 3 (Sega)

GAME BOY COLOR
FEBRUARY
3D Pool All Stars (Titus)
Fish Files (Titus)
The New Addams Family (Titus)
Hercules: The Legendary Journeys (Titus)
Robocop (Titus)
Yu-Gi-Oh! Dark Duel (Konami)

MARCH
Bear in the Big Blue House (Ubi Soft)
E.T.: Cosmic Garden (New Kid Co.)
E.T.: Digital Planner (New Kid Co.)

GAME BOY ADVANCE
JANUARY
An American Tail: Fievel's Gold Rush (Conspiracy)
Creatures (Crave)
Monster Rancher Advance (Tecmo)
Muppet Battle Pinball (New Kid Co.)
Sheep (Capcom)
Tekken Advance (Namco)
Tiny Toons: Buster's Bad Dream (Crave)
Tiny Toons: Wacky Stackers (Crave)
Virtual Kasparov (Titus)

FEBRUARY
Aerial Aces (Majesco)
Barbarian (Titus)
Casper (Titus)
Decathlon Advance (Infogrames)
Grand Theft Auto 3 (Destination Software)
The Land Before Time (Conspiracy)
Monster Jam Maximum Destruction (Ubi Soft)
Moto GP 2 (Namco)
Pocky & Rocky (Crave)
Robocop (Titus)
Street Fighter Alpha 3 (Capcom)
Super Mario Advance 2 (Nintendo)
Top Gun (Titus)

MARCH
Atari Anniversary Advance (Infogrames)
Broken Sword: Shadow of the Templars (BAM!)
Columns Crown (Sega)
CUBE (Ubi Soft)
Crash Bandicoot: The Big Adventure (Universal)
Disney's Jungle Book (Ubi Soft)
Disney's Tarzan (Ubi Soft)
Eggo Mania (Kemco)
King of Fighters EX-NeoBlood (Sammy)
No Rules (TDK)
Planet of the Apes (Ubi Soft)
Rainbow Six: Rogue Spear (Ubi Soft)
Sonic the Hedgehog Advance (Sega)
Tony Hawk's Pro Skater 3 (Activision)

POSSIBLE IN 2002
Animal Forest (Nintendo)
Banjo-Kazooie: Grunty's Revenge (Nintendo)
Diddy Kong Pilot (Nintendo)
Donkey Kong: Coconut Crackers (Nintendo)
Duke Nukem (Take 2)
Guilty Gear X (Sammy)
The Legend of Starfy (Nintendo)
Mega Man Battle Network 2 (Capcom)
Metroid Advance (Nintendo)
Pinball of the Dead (Sega)
Sports Illustrated for Kids: Basketball (BAM!)
Zona of the Enders: 2173 Testament (Konami)

* Publishers, please contact us with updates and/or corrections

Select Games

AX4 EVOLUTION
Secret Codes
Enter any of the following codes at the title screen. A special message will appear after entering each code correctly.
Unlock all cheat trucks—**L1, L2, R1, R2, L1, R1**
Start with $1,000,000—**L2, □, R1, O, R1, L1, O, L2, □, R2, □, R1**
Slow-mo mode—**L1, L2, R1, R2, □, O**
Warp speed mode—**L1, L2, R1, R2, □, □**

ARCTIC THUNDER
Secret Codes
Enter any of the following codes at the Mode Select screen. A special message will appear after entering a correct code.
Rooster power-ups—**R1, R2, L2, L1, □, START**
Snowball power-ups—**□, _, □, L1, O, START**
Boost power-ups—**O, R1, R1, O, R2, START**
Grappling Hook power-ups—**O, O, L2, O, □, L1, START**
Random power-ups—**R1, R2, □, O, R1, R2, START**
Snow Bomb power-ups—**O, O, R1, R2, START**
No power-ups—**□, □, O, □, R2, □, START**
Super boost—**O, L1, □, R2, □, L2, START**
Opponent catch-up off—**O, □, O, O, □, START**
All invisible—**□, O, □, R2, O, O, START**
No drones—**□, □, O, O, L1, R1, START**

ARMORED CORE 2
Limiter Release
At any time during gameplay, hold **R2 + L2** and press **R3** (push the right analog stick into the controller). For the next 40 seconds your Energy Gauge will not deplete no matter how much you use. However, after the period expires, you'll have no energy at all for another 50 seconds. You may repeat this as many times as you like.

ARMY MEN: AIR ATTACK 2
Mission Select
At the main menu, select "Continue Game" then select "Password." Next, enter **Up, X, O, Up, Left, □, O, X** as your password. You can now select from any of the 20 missions in the game.

ARMY MEN: SARGE'S HEROES 2
Secret Codes
Enter any of the following codes at the "Input Code" screen under the "Levels" menu. You'll see a special text message after entering a correct code.
FREEPLAY—Unlock all levels
NODIE—Invincibility
NOSEEUM—Invisibility
GIMME—All weapons
SHORTY—Tiny player
IMHUGE—Giant player
THDOTEST—Debug info

ATV OFFROAD FURY
Secret Codes
At the main menu, select "Pro-Career," then select any empty slot at the following screen. Next, enter any of the following codes as your name. If you entered a correct code, you'll automatically return to the main menu.
CHACHING—Unlock all ATVs
WHATEXIT—Unlock all tracks
ALLOUTA—More aggressive opponents

CART FURY CHAMPIONSHIP RACING
Cheat Codes
Enter any of the following codes at the "Cheats" screen under the Options menu. If the name of the code appears with the word "disabled" next to it, highlight that cheat and press **Right** to enable it.
Unlock All Cars—**△, X, △, □, L2, △**
Unlock All Tracks—**R1, △, X, X, R2, L1**
Unlock All Movies—**L1, O, R2, X, L2, △**
Death Wall—**X, □, R2, △, R1, R2**
Death Cars—**L2, □, L1, R2, R2, X**
Player Death Car—**L1, □, R1, R2, L2, L1**
Jump—**L1, L2, L1, R2, X, X**
Unlimited Time—**□, L1, R2, O, △, R1**
Big Heads—**△, □, □, L2, L1, R2**
Night Drive—**X, O, △, L2, R2, L1**
Low Gravity—**R2, R1, □, □, L1, L1**
Rocket Wheels—**L1, R2, △, □, □, △**
Thick Fog—**R2, R1, X, □, □, O**
Infinite Turbo—**X, X, □, □, L2, L2**
Infinite Continues—**L1, L2, L1, □, △, O**

CRAZY TAXI
Secret Bicycle
To drive a secret bicycle instead of a cab in Arcade or Original mode, carefully enter the following code at the character-select screen.
Hold **L1**, hold **R1**, release **L1**, release **R1**
Hold **R1**, hold **L1**, release **R1**, release **L1**
When you lock in your character with the X button, you'll hear a bicycle bell to confirm that the code has been entered correctly. You can also enter the code with the **L2** and **R2** buttons if you wish.
Another Day
Use the following code at the character-select screen in Arcade or Original mode. When the character you want to choose is on the screen, press and release **R1** once, then hold down **R1** and press X. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.
No Arrows
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **R1** and press **START**. Continue to hold both buttons until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow at the top of the screen will not appear.
No Destination Mark
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1** and press **START**. Continue to hold both buttons until the words "no destination mark" appear in the lower left corner of the screen. In this mode, your passenger's destination will only be identified by a single green line at ground level, so you won't be able to see it from a distance like you usually can.
Expert Mode
From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next menu, highlight the type of game you would like to play, then hold **L1 + R1** and press the **START** button. Continue to hold all three buttons until the word "EXPERT" appears in the lower left corner of the screen. This trick combines the effects of the "No Arrows" and "No Destination Mark" codes.
Speedometer
You need a second controller plugged into Port 2 to enter the remaining codes. At any time during a game, hold **R1** and press □ five times using Controller 2. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To toggle the speedometer off, just hold **R1** and press □ on Controller 2 again.
Alternate Camera Angles
Use the following button combinations on Controller 2 to change the camera angle at any time during the game.
• Hold **R1** and press △ on Controller 2 to switch to a camera that follows you from a fixed location and moves to various fixed locations as you drive around.
• Hold **R1** and press O on Controller 2 to toggle between two additional camera angles. One is a first-person view through the windshield of your cab and the other is a close-up view of your passenger's face.
• Hold **R1** and press X on Controller 2 to return to the default view.

DAVE MIRRA FREESTYLE BMX 2
Cheat Codes
The following codes can be entered at the main menu:
• Unlock all characters, levels, competition outfits, bikes, sponsors and signature tricks—**Up, Right, Down, Left, Right, Right, Up, Down, Left, Right, Up, Left, Right, Right, Down, □**
• Unlock all movies—**Up, Left, Down, Right, Left, Left, Right, Left, Up, Down, □**
• Unlock secret pieces in Park Editor—**Up, Left, Down, Right, Down, Up, Up, Down, Right, Right, □**
• Unlock all Park Editor themes—**Up, Left, Down, Right, Down, Up, Down, Right, Left, Left, □**

DEAD OR ALIVE: HARDCORE
Infinite Score & Items in Survival Mode
First, start a new game in Survival Mode. When your opponent appears, press the blue Eject button on the PlayStation 2 and fight normally. When you defeat the opponent, the time limit will reset to and stay frozen at 40 seconds. Your opponent will lie on the ground, and the next one won't appear! You can continue to attack the fallen opponent by pressing **Up + A + B**. Each time you do this, an item will appear. You can continue obtaining items and points indefinitely. When you're ready to move on to the next opponent, just press the Eject button again. You can repeat this process for every single opponent. If you die, the screen will fade to white. It will stay in that state until you press Eject again. This trick won't work if you defeat an opponent while "Danger Reach" is in effect.

DYNASTY WARRIORS 2
Secret Codes
Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Once unlocked, the BGM Test will appear under the "Sound" item at the "Options" menu. "Opening Edit" will appear within the "Options" menu.
Unlock Wu Kingdom characters—**□, □, R2, R2, R1, R1, □, □**
Unlock Shu Kingdom characters—**□, □, R1, R1, □, □, R2, R2**
Unlock all characters—**□, R1, □, R2, □, R2, □, R1**
Select either side in Free Mode—Hold down **△** and press **R1, L1, L2, R2, R1, L1, L2, R2**
Unlock all stages in Free Mode—Hold down **□** and press **L1, R1, R2, L2, L1, R1, R2, L2**
Unlock BGM Test—**L1, L1, L1, R1, R1, R1, L2, R2**
Unlock Opening Edit—**R2, R2, R2, L2, L2, L2, R1, L1**
Unlock Wei Kingdom characters—**□, □, □, □, R2, R2, R1, R1**

ESPN X GAMES SKATEBOARDING
Unlock All Stages
At the title screen, press **Up, Up, Up, Down, Down, Down, Up, Down, Up, Down, Up, Down, L1, R1**. You'll hear a special sound effect after entering it correctly.

EXTREME G III
Secret Cheats
At the "Game Modes" screen, enter any of the codes below. A special message will appear after entering a code correctly.
Win next race—**L1 + R1 + L2 + R2, L2 + R2, R1 + R2, L1 + R1 + L2 + R2**
Infinite ammo—**L2, R2, L1, R1, L2 + R2, L1 + R1**
Infinite shield—**L1 + R1, L2 + R2, L1 + L2, R1 + R2**
Unlock all tracks—**L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2**
Start with 500,000 credits—**L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2**
Double prize money—**L1, L2, R2, R1, R1, R2, L2, L1**

GAUNTLET: DARK LEGACY
Secret Codes
Enter any of the following codes as your character's name when you begin a new game. All effects are permanent.
INVULN—Invulnerability
000000—Invisibility
SSHOTS—Super shots
MENAGE—3-Way shots
REFLEX—Reflecting shots
PEEKIN—X-ray vision
PURPLE—Full Turbo
DELTA1—Giant player, tiny enemies
ALLFUL—Start with 9 Potions, 9 Keys
10000K—Start with 10,000 Gold
EGG911—Play as Pojo the chicken
ICE600—Play as a big fat Dwarf
NUD069—Play as a sado-masochist Dwarf
STX222—Play as a stick figure with a smiley-face
KJH105—Play as a stick figure with a baseball cap
PNK666—Play as a stick figure with a mohawk
BAT900—Play as a centurion
TAK118—Play as a ninja
STG333—Play as a bald guy
KAO292—Play as a waitress
CSS222—Play as a guy with casual clothes and a baseball bat
ARV984—Play as a guy with casual clothes and a mace
DIB626—Play as a guy with casual clothes and a head on a staff
RIZ721—Play as a quarterback
SJB964—Play as a martial artist with two scythes
DARTHC—Play as a bald guy with black cape
AYA555—Play as a Japanese schoolgirl

GAMECUBE PRECAUTIONS

One of the more interesting differences between the owner's manuals for the Japanese and American GameCube is that the Japanese one has a lot more warnings on it. As a service to readers, we decided to print some of the translated warnings, each with its accompanying illustration:



"If your hand sweats profusely, do not touch the AC cord."



"Do not cover your console with slime."



"Do not point at the console, either with your hand or a screwdriver."

TWN300—Play as a blue and orange Valkyrie with a bloody scythe
CEL721—Play as a cheerleader
CAS400—Play as a special Warrior
MTN200—Play as a General
RAT333—Play as a Warrior rat
GARM99—Play as a bald Wizard
GARM00—Play as a Wizard with a dark cloak
DES700—Play as a Wizard in desert garb
SKY100—Play as a green alien
SUM224—Play as Sumner

GRADIUS III AND IV

All Power-Ups

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. Each one will take effect immediately after pressing **START** again to unpause. Remember, these codes will only work if the "Game Level" setting in Option Mode is set to 3 or lower. Even then, you may only use either code a number of times equal to 1 + the number of stages you've cleared in your current game.

All Power-ups plus Laser—Press **Up, Up, Down, Down, Left, Right, Left, Right, X, O**
All Power-ups plus Double—Press **Up, Up, Down, Down, Left, Right, Left, Right, □, △**

GRAND THEFT AUTO III

Secret Codes

Enter any of the following codes during gameplay. You'll hear a special sound effect after correctly entering each one.

100 Health—**R2, R2, L1, R1, Left, Down, Right, Up, Left, Down, Right, Up**
100 Armor—**R2, R2, L1, L2, Left, Down, Right, Up, Left, Down, Right, Up**
All Weapons—**R2, R2, L1, R2, Left, Down, Right, Up, Left, Down, Right, Up**
$250,000—**R2, R2, L1, L1, Left, Down, Right, Up, Left, Down, Right, Up**
Lower Wanted Level—**R2, R2, L1, R2, Up, Down, Up, Down, Up, Down**
Raise Wanted Level—**R2, R2, L1, R2, Left, Right, Left, Right, Left, Right**
All Cars Explode—**L2, R2, L1, L1, L2, R2, △, □, O, △, L2, L1**
Better Steering—**R1, L1, R2, L1, Left, R1, R1, △**
Tank—**O, O, O, O, O, O, R1, L2, L1, △, O, △**
Fog—**L1, L2, R1, R2, R2, R1, L2, X**
Rain—**L1, L2, R1, R2, R2, R1, L2, O**
Cloudy sky—**L1, L2, R1, R2, R2, R1, L2, □**
Clear sky—**L1, L2, R1, R2, R2, R1, L2, △**
Speed up time—**O, O, O, □, □, □, □, □, L1, △, O, △**
Alternate costume—**Right, Down, Left, Up, L1, L2, Up, Left, Down, Right**
Pedestrians riot—**Down, Up, Left, Up, X, R1, R2, L2, L1**
Pedestrians riot more—**R2, R1, △, X, L2, L1, Up, Down**

GUILTY GEAR X

Unlock Dizzy & Testament

At the title screen, when the words "Press Start" appear, press **Down, Right, Right, Up, START**. You'll hear a special sound effect after entering the code correctly.

KNOCKOUT KINGS 2001

Secret Codes

Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters:

MECCA—Unlock Ashy Knucks
MRBARRY—Unlock Barry Sanders
JGIAMBI—Unlock Jason Giambi
JRSEAU—Unlock Junior Seau
OWNOLAN—Unlock Owen Nolan
STEVEF—Unlock Steve Francis
ZITO—Unlock Chuck Zito
JBOTTI—Unlock John Botti
DEMART—Unlock David De Martini
BAILEY—Unlock Joe Mesi
AUSTIN—Unlock Ray Austin
HATCHER—Unlock Charles Hatcher
BOSTICE—Unlock David Bostice
OSUNA—Unlock Bernando Osuna
NELSON—Unlock Trevor Nelson

LE MANS 24 HOURS

Secret Codes

At the main menu, select "Championship," then proceed through the prompts until you reach the "Name Entry" screen. Next, enter any of the codes below as your name. You'll hear a special sound effect after entering a correct code.

NUMBAT—Unlock all Championships
SPEEDY—Unlock all tracks
ACO—Unlock all cars

MDK 2: ARMAGEDDON

Alternate Camera View

At any time during gameplay, press **START** to pause, then hold **L2 + R2** and press O, X, O, X. When you press **START** again to return to the game, the camera will change position.

MIDNIGHT CLUB

Unlock Smuggler's Run Buggy

First, you must start the game with a memory card containing a save file from *Smuggler's Run*. Next, at the "Vehicle Select" screen, the *Smuggler's Run* Baja Buggy will appear in the menu of cars to the left of the Taxi Cabs!

MOTOGP

Internet Ranking Password

At the main menu, select "SAVE/LOAD," then select "RECORDS." Next, select "TIME TRIAL." Finally, hold **L1 + R1 + L2 + R2** and press **SELECT**. A password will appear next to each time that you previously obtained in Time Trial. However, if you don't have any lap times obtained in Time Trial, no passwords will appear. You can use the password to submit your best times to Namco's official time attack contest on the Internet. The ranking submission page is located at http://www.namco.co.jp/home/cs/ps2/motogp/ranking-world/

NASCAR HEAT 2002

"Hardcore" Realism

At the main menu, press **Up, Down, Left, Right, R1, Up, Down**. You'll hear a special sound effect if you entered it correctly. Now enter Championship mode, a new option called "Hardcore" will be available under the "Realism" category.

Hornball Mode

At the main menu, select "Single Race." Next, at the "Race Day" screen, press **Up, Down, Left, Right, R1, Down, Up**. If you entered the code correctly, the race will immediately begin. Now you can shoot out tires from the front of your car by pressing **Up** during the race.

NBA HOOPZ

Match-Up Screen Codes

At the match-up screen just before the tip-off—when the announcer says, "Today's match up..."—enter any of the following codes to gain different abilities and power-ups. Each code consists of three numbers and a direction; the numbers represent the number of times you need to push the □, X and O buttons (from left to right) to change the symbols at the bottom of the screen, then you "lock in" the code by pointing the D-pad or joystick in the direction indicated. For example: To enter the "Infinite Turbo" code (3-1-2-Up), press the □ button three times, the X button once and the O button twice, then press the D-pad or joystick **Up**. A message will appear to confirm if you've entered a code properly. Note: Some codes must be "agreed" to (entered by all players) in order for them to take effect. You can also enter the second number in each code by pressing the △ button instead of X.

3-1-2-Up—Infinite turbo
4-4-4-Left—No goaltending
2-2-2-Right—No fouls
0-1-1-Down—Show shot %
1-1-0-Down—Show hotspot
3-0-1-Up—No hotspots
1-2-1-Left—Granny shots
3-2-0-Left—Street court
0-2-3-Left—Beach court
1-1-1-Right—ABA ball
0-2-4-Right—Away uniform
0-1-4-Right—Home uniform
3-0-0-Right—Big heads
5-4-3-Left—Tiny players
3-3-0-Left—Tiny heads

NHL 2001

Hidden Players

At the main menu, select "Game Settings," then select "Rosters," then "Create Player." Next, select "Create Player" again. Under "General Information," change this new player's first and last names to any of the names below. If you entered the name correctly, a prompt will appear asking if you would like to create a new player like the one that already exists in the database. At this prompt, press X and you'll find that all of the stats and information will be already filled in. Many of these hidden players have much better attributes than you would be provided normally by just creating any new player.

ED BELFOUR
ROB BLAKE
PAVEL BURE
PETER FORSBERG
DOMINIK HASEK
JAROMIR JAGR
OLAF KOLZIG
JEAN-FRANCOIS LABBE
NICKLAS LIDSTROM
OWEN NOLAN
SANDIS OZOLINSH
CHRIS PRONGER
DALE PURINTON
PATRICK ROY
GARTH SNOW
KEITH TKACHUK
TERRY VIRTUE
JOHAN WITEHALL
STEVE YZERMAN

NHL HITZ 20-02

Secret Cheats

At the versus screen just before the game starts—while the announcer is saying "Tonight, from..." etc—enter the following codes by pressing □, △ and O followed by a direction on the D-pad. For example, to enter the "Snow" code (1-2-1-Left), press □ once, △ two times and O once, then press **Left** on the D-pad. A message will appear to confirm each code.

Input more codes—3-3-3-Right
Ignore last code—0-1-0-Down
Rain—1-4-1-Left
Snow—1-2-1-Left
Big puck—1-2-1-Up
Huge puck—3-2-1-Up
Bulldozer puck—2-1-2-Left
Hockey ball—1-3-3-Left
Tennis ball—1-3-2-Down
Huge head player—2-0-0-Right
Big head team—2-2-0-Left
Huge head team—3-3-0-Left
Pinball boards—4-2-3-Right
Domino effect—0-1-2-Right
Always big hits—2-3-4-Down
Hitz time—1-0-4-Right
Late hits—1-0-1-Down
No crowd—2-1-0-Right
No puck out of play—1-1-1-Down
No one-timers—2-1-3-Left
Show Hot Spot—2-0-1-Up
Show shot speed—1-0-1-Up
Turbo boost—0-0-2-Up
Win fights for goals—2-0-2-Left
First to seven wins—3-2-3-Left

ONI

Cheat Codes

At any time during gameplay, press **SELECT** to enter the data menu. Next, move the cursor to "Help." Now enter any of the codes below, then press **SELECT** again to return to the game. You'll hear a special sound effect after entering a correct code. All codes are deactivated when you die or start a new level. Note: The **L3** and **R3** buttons are triggered by pushing the left and right analog joysticks into the controller until you hear a click.

Invincibility—**L2, L1, L2, □, O, □, R3, L3, R3, O**
Infinite current ammunition—**L2, L1, L2, □, O, □, L2, L2, L1, L3**
Skip current stage—**L2, L1, L2, □, O, □, L3, R3, L2, L1**
Refill ballistic ammo, energy cells and hypo sprays—**L2, L1, L2, □, O, □, O, O, O, R3**
Phase cloak—**L2, L1, L2, □, O, □, L1, R3, L2, L3**
Knock enemies down with one punch or kick—**L2, L1, L2, □, O, □, R3, L3, O, □**
Kill enemies with one punch or kick—**L2, L1, L2, □, O, □, L3, R3, O, □**
Big head—**L2, L1, L2, □, O, □, START, □, O, START**
Tiny body—**L2, L1, L2, □, O, □, L3, R3, □, O**
Giant body—**L2, L1, L2, □, O, □, R3, □, O, L3**
Transform into a different character—**L2, L1, L2, □, O, □, L2, L2, L2, L2** (continue to press **L2** repeatedly to change into many different characters)

QUAKE III: REVOLUTION

Level Skip

At any time during gameplay, hold **L1 + R1 + R2 + SELECT** and press X, O, □, △, X, O, □, △. You'll automatically clear the level after entering the code correctly. You can also enter the code while the game is paused.

RAYMAN 2: REVOLUTION

Secret Bonus Levels Menu

At the main menu, select "Options," then select "Language." Next, select "Voices," then move the cursor to "Raymanian."



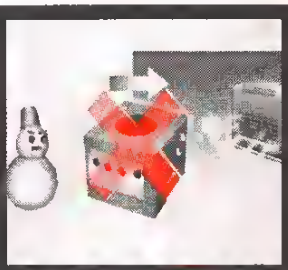
"Do not attempt to put your head inside the GameCube."



"Do not throw the GameCube into a bonfire."



"Do not connect the GameCube to a crappy TV."



"Do not set the GameCube next to a snowman and a heater."

Now hold **L1** + **R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Bonus Levels" menu will appear

Secret Cheat Menu

At any time during gameplay, press **START** to pause the game. Next, select "Sound," then move the cursor to "Mute." Now hold **L1** + **R1** and quickly press **L2, R2, L2, R2, L2, R2**. If you entered the code correctly, a new "Menu Cheat" menu will appear

RC REVENGE PRO

Secret Codes

Enter any of the following codes at the main menu. You'll hear a faint special sound effect after entering a correct code. You can enter the "Unlock next Championship" code up to seven successive times to unlock all eight Championships.

Unlock all tracks—**L1, R1, R2, □, ○**

Unlock all vehicles—**L1, L2, R1, R2, ○, □**

Unlock next Championship—**L1, R1, R2, L2**

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes

Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code, if you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the PlayStation 2 off, while others will only affect the first fight that takes place after the code is entered.

Unlock all boxers and special outfits—Press **Left, Left, Right, R2, Left, Right, Right, R1, R1, R2**. Press the **□** button to cycle through each fighter's different outfits

Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R1** four times, then **R2**

Hyper speed mode—Press **Left, Left, Down, Up, Down, Right, Right**, then **R1** 19 times, then **R2**

Christmas boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** eight times, then **R2**

Thanksgiving boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** seven times, then **R2**

Halloween boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** six times, then **R2**

Independence Day boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** five times, then **R2**

Easter boxing ring—Press **Right, Up, Down, Down, Down**, then **R1** four times, then **R2**

St. Patrick's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R1, R2**

Valentine's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R1, R2**

New Year's Day boxing ring—Press **Right, Up, Down, Down, Down, R1, R2**

See the Ending—Press **Right, Right, Right, Down, R1, R2**, then exit to the main menu if you're not already there

Championship fight vs. Rumbleman—Press **R2, Down, Right, Up, Left**, then **R1** six times, then **R2**, then **R1, R1, R2**

Zombie boxer—Press **Left, Up, Right, Down, R1, R1, R2**

Big gloves—Press **Left, Right, Up, Down, R1, R2**

Extra fat boxer—Press **Right, Right, Up, Down, Right, R1, R1, R2**

Extra thin boxer—Press **Right, Right, Up, Down, Right, R1, R2**

Extra camera angles—Press **R1** 20 times, then **R2**, then **R1**, then **R2**, then **R1** 21 times, then **R2**, then **R1** 18 times, then **R2**, then **R1** nine times, then **R2**, then **R1** 14 times, then **R2**, then **R** five times, then **R2, Left, Right, Up, Down, R2**. Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons

Instant Rumble Mode

At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter

Level 1—**R1, R2, Down, Up, Up, Left, R1, R1, R1, R2**

Level 2—**R1, R1, R2, Down, Up, Up, Left, R1, R1, R1, R1, R2**

Level 3—**R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, Left, Right, Up, Down**

These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall

RIDGE RACER V

Opening Intro Effects

During the opening intro where Ai Fukami is walking on the track, press either **L1** or **R1** to cycle through various effects that alter the appearance of the screen

Analog Brake/Accel /Steering Display

First, make sure you're using a Dual Shock 2 controller and that its red analog light is on. Now, at any time during gameplay, hold **SELECT** for three seconds and a display will appear that measures how hard you're braking, accelerating and turning. Press **SELECT** again to turn the display back off

RUMBLE RACING

Secret Passwords

At the main menu, select "Game Options," then move the cursor to "Load and Save," press **Right**, then press **X**. Next, enter any of the following passwords at the screen that appears

1 A R E X T 1 A R—Unlock Vortex (Rookie)

N A L D S H H S D—Unlock XXS-TOMCAT (Rookie)

C D A A P T N I A—Unlock Interceptor (Rookie)

A B O G O B O G A—Unlock Road Trip (Rookie)

T H T O R H R O T—Unlock Thor (Rookie)

K C E R O C T E K—Unlock Redneck Rocket (Rookie)

V T Y A N I Y T T—Unlock Van Itty (Rookie)

B S U I G A S U M—Unlock Gamecus (Rookie)

O P S R T I S U C—Unlock Sporticus (Rookie)

U B T C K S T O H—Unlock Buckshot (Rookie)

A M H B R A A M H—Unlock Stinger (Rookie)

H G I R O L R E L—Unlock High Roller (Rookie)

P T O A T R T O I—Unlock Revolution (Rookie)

T L A C O B T L A—Unlock Cobalt (Rookie)

Z E A G T L U K E—Unlock all tracks, all Championship Cups, the Grand Champion movie (from within the Showcase menu), plus Rookie, Pro and Elite versions of Blue Devil, Dire Wolf, Malice, Jolly Roger, Road Kill, El Diablo, Escargot, Cataclysm, Maelstrom, Mandrake, Dragon, Purple Haze, Hog-en-ator, Van Go, Maniac, Tiberius, Muscle Car, Mantee, Serpent, Widow Maker, Silver Streak, The Banger and any other previously-unlocked vehicles

SILENT HILL 2

Extra Options

From the main menu, select "Option," then press **L1** + **R1**. You'll automatically be taken to a new "Extra Options" menu

SILENT SCOPE

Secret Codes

At the main menu, select "Arcade Mode," then enter any of the following codes at the "Mode Select" screen. You'll hear a special sound effect after entering a correct code.

No crosshairs—**Right, Right, Right, □**

Heart-shaped scope—**Left, Right, Right, □, △**

No scope at all—**Right, Down, Right, □, Right, Down, Right, □**

Rest of the screen turns black when looking through the scope—**Down, △, Up, □, △, Down, Right, Down, Right, □, △**

Same as the previous code, but the scope is on by default—**Up, Up, Up, Up, Down, Down, Down, Down**

No targeting arrows or graphics—**Right, Right, Right, Right, Left, Down, Up, Right**

Rotate the screen 180° about the vertical axis—**Left, Left, Right, □, Down, Down, Up, △, Up, Right, Down, Up, Left, Down, □**

All targets are invisible—**Right, Down, Right, □, Up, □, □, △, Down, Right, Down, Right, □, △**

In-Game Codes

At any time during gameplay, press **START** to pause, then enter any of the following codes. After entering a correct code, you'll see the effects take place immediately and you'll hear a special sound effect.

-5 seconds, +1/2 Life—**△, X, Right, Left, Right, Left, ○, X, Right, Left, Right, Left, Down, Down, Up, Up**

+5 seconds, -1/2 Life—**Up, Up, Down, Down, Left, Right, Left, Right, X, ○**

SILPHEED: THE LOST PLANET

Start With All Weapons

At the "Enter Your Code Name" screen, input "GLOIRE" as your name. You'll now begin the game with every weapon available to you

SMUGGLER'S RUN

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. All codes will take effect immediately after you press **START** again to resume gameplay. For the speed up/down codes, the entire speed of the game will increase or decrease, you can enter each one up to three times for an increased effect. For the "Wizard of Oz Mode" code, any ambient vehicles you hit will have zero gravity, watch them float away!

Invisibility—**R1, L1, L1, R2, L1, L1, L2**

Speed up—**R1, L1, L2, R2, Right, Right, Right**

Speed down—**R2, L2, L1, R1, Left, Left, Left**

Real world gravity—**L1, R1, R1, L2, R2, R2**

Wizard of Oz Mode—**R1, R2, R1, R2, Up, Up, Up**

SPY HUNTER

Secret Codes

At the Profile Menu, select a blank entry, then enter any of the codes below as your name. Upon entering it correctly, you'll hear a chicken sound effect and you'll be returned to the Profile Menu without having created a new profile. Now you can either start a new game or access a previously created game to view the corresponding movie you've unlocked. To view the movies, select "System Options" from the main menu, then look for the Movie Player option from within the "Extras" menu.

W W S 4 1 3—Unlock "Early Test Animatic" movie

S C W B 2 3—Unlock "*Spy Hunter* Concept Art" movie

M A K I N G—Unlock "Making of *Spy Hunter*" movie

S A L I V A—Unlock "Saliva: Your Disease" movie

G U N N—Unlock "Saliva: The Spy Hunter Theme" movie

SSX

Secret Codes

At the "Select Mode" screen, press **□** to enter the options screen. For all of the codes below, you must hold **L1** + **R1** + **L2** + **R2** while inputting each button combination. You'll hear a special sound effect after entering a correct code. The "Read all hints" code causes all of the applicable hints to appear in succession during the loading screen that appears before you start a race (instead of one random hint being displayed).

Unlock all venues, boards, outfits, characters—**Down, Left, Up, Right, X, ○, △, □**

Maximum attributes for all characters—**X, X, X, X, X, X, X, □**

Running Mode—**□, △, ○, X, □, △, ○, X**

Read all hints—**○, X, ○, X, ○, X, ○, X**

STAR WARS STARFIGHTER

Secret Codes

At the main menu, select "Options," then select "Code Setup." Next, enter any of the following codes. Remember, in order to make use of the "Experimental N-1" code, you must first enter the "Unlock all regular missions" code.

O V E R S E E R—Unlock all regular missions

A N D R E W—Unlock two-player missions

B L U E N S F—Unlock Experimental N-1

M I N I M E—Invincibility

N O H U D—Remove HUD during game play

D I R E C T O R—Director camera mode

J A R J A R—Reverse flying controls

J A M E Z—View "My day at work" slideshow

W O Z—View "Merry Christmas" video

S I M O N—View staff image

T E A M—View more staff images

L T D J G D—View secret message

H E R O E S—View artwork slideshow

S H I P S—View another art slideshow

P L A N E T S—View yet another art slideshow

C R E D I T S—View credits

STAR WARS: SUPER BOMBAD RACING

Cheat Codes

Enter any of the following codes at the main menu (the one that says "# of Players" and "Game Type"). A message will appear to confirm each code. Some of the

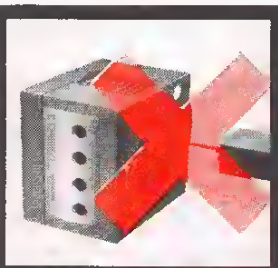
GAMECUBE PRECAUTIONS continued



"If you hold the controller like this, it will shock you."



"But if you hold the controller like this, it will shock you even more."



"Do not pretend that the GemeCube is a PlayStation 2."



"If you remove the plastic black disc from the middle of the console, poisonous gas will be released."

codes require you to press the X button at the message screen to activate the code, others will take effect immediately To disable a code, just enter it again Note If you can t get one of the codes to work, press **START** and enter the code again

□, O, O, □—Play as Boba Fett

O, □, O, □—Race in a Trade Federation AAT

L1, R1, L2, R2—All characters are kaadus

Up, Right, Down, Left, SELECT—All characters are shaaks

L2, L2, L2, L2, O, SELECT—Backward Facing Mode

L1, R2, L1, R2, □, SELECT—Infinite Boost Mode

Down, SELECT, Up, SELECT, Left, Right, SELECT—Grrl Power (Queen Amidala gets powered up)

L1, L1, L1, L1, R2, □—Super Speedy Mode (all players become tiny and very fast)

Up, Up, Down, Down, Left, Right, Left—Super Arena Mode (battle on Race tracks in Arena mode)

Up, Left, Down, Right, Left, Up, Down—Super Spinning Mode (racers flip over continuously)

Left, Right, □, O, L1, L2—Slip 'N Slide Mode (racers slide around and are harder to control)

R1, R1, R1, R1, Up Left—All Death Star Mode (all racers receive Darth Vader's special attack with every Frontal Gadget)

O, O, O, O, **L2, SELECT**—Super Honk Mode (levitate nearby opponents by honking)

L1, R1, SELECT, O—Space Freighter arena unlocked

Language Select

Enter any of the following codes at the main menu screen to change the in-game text to any of six different languages The "Jawa" and "Battle Droid" codes will also change all of the characters' voices As with the cheat codes above, if you can't get a code to register, just press **START** and try it again

SELECT, SELECT, SELECT, L1—German

SELECT, SELECT, SELECT, L2—Italian

SELECT, SELECT, SELECT, R1—Spanish

SELECT, SELECT, SELECT, R2—French

SELECT, SELECT, SELECT, □—Jawa

SELECT, SELECT, SELECT, Up—Battle Droid

SELECT, SELECT, SELECT, O—English

SUPER BUST-A-MOVE

Secret Codes

Enter any of the codes below at the title screen. An icon will appear in a corner of the screen after entering each code correctly The "Another World" code lets you play an alternate set of stages in 1P Puzzle Mode

Another World—△, **Left, Right,** △

Secret Characters—△, **Right, Left,** △

SWING AWAY GOLF

Secret Codes

Enter either of the following codes at the main menu, you'll hear a special sound effect after entering a code correctly.

Unlock three additional golfers—**L2, R2, L2, R2, Up, Right, Down, Left, L1, R1**

Alternate in-game sound effects—**Left, □, Up, □, Down, O, Left, □, L1, R1**

THEME PARK ROLLER COASTER

Unlock All Items

This code will make all the items in the park available to you, whether you've researched them or not At any time during gameplay, press **Up, Down, Up, Down, Left, Up, Down, Up, Down, Right** Repeat this sequence nine times in total.

Everything Free

This code will make every item you buy cost nothing At any time in the middle of gameplay, press **Left, Down, X, O** Repeat this sequence nine times in total

255 Golden Tickets and All Roller Coaster Awards

This code will effectively give you an unlimited number of Gold Tickets At any time in the middle of gameplay, press **Up, Down, Left, Right, O, Right, Left, Down, Up, O.** Repeat this sequence five times in total

TOKYO EXTREME RACER ZERO

Car Ornaments

Enter any of the following codes at the "Shift Assist" prompt just before the game starts For each code, you must continue to hold down all three buttons until gameplay begins After entering one correctly, you'll see the corresponding ornament appear only in the cockpit view

Small pink creature—Hold **R1** + O, then hold X

Fanged creature—Hold **L1** + O, then hold X

Small blue creature—Hold **L2** + O, then hold X

Big green creature—Hold **R2** + O, then hold X

Analyze Meter

At any time during gameplay, press **START** to enter the pause menu Next, move the cursor to "Return To Base," then hold □ and press **Down** The cursor will automatically move to a hidden parameter, "Analyze " Turn this option on and various gauges will appear on the screen to analyze your performance

TONY HAWK'S PRO SKATER 3

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter any of the following codes

Y O H O M I E S—Unlocks all secret Pro Skaters, including Wolverine from the X-Men and Darth Maul from *Star Wars Episode I: The Phantom Menace*

B A C K D O O R—Unlocks "Cheats" option at the "Pause" menu

P E E P S H O W—Unlocks all movies

Secret Neversoft Skaters

Create a new skater at the "Create a Skater" menu with one of the following names to unlock one of nearly 60 different secret characters Most of the new skaters are members of the team that designed the game, their family members or friends Note that all of them have unique facial features which cannot be changed unless you create a new skater, and some have special clothing or boards

JEREMY ANDERSEN
EASTSIDE
CRASHCART
DAVE COWLING
RALPH D'AMATO
PIMPIN FRANK
LISA DAVIES
PETE DAY
MATTHEW DAY
RACHAEL DAY
GORILLA
DOOFUS
MAYA'S DADDY
EDWIN FONG
STEVE GANEM
CHRIS GLENN
FROGHAM
NOEL
BRIAN
CAP'N JENNINGS
GARVIN
MINI JOEL
JOEL JEWETT
SANDY JEWETT
HENRY JI
RYAN MCMAHON
KEVIN MULHALL
NOLAN NELSON
BRAINEATERS
ANDY NELSON
JOHNNY OW
SPEASE
CJR
STEVEN RAUSCH
JAMES RAUSCH
ANDREW RAUSCH
PAUL ROBINSON
KAGE
HI BEN
AARON
GI SKILL2
DARREN
JASON UYEDA
CHRIS WARD
MICK WEST
RILEY HAWK
SPENCER HAWK
WILLIAM PEASE
DDT
CONNOR JEWETT
RASTAPOPOLOUS
062287
80S MARK
GRASS PATCH
NICOLE WILLICK
STACEY D
DAVE STOHL
MIKE WARD
TREY SMITH

TWISTED METAL: BLACK

Secret Codes

At any time during gameplay, hold **L1 + R1 + L2 + R2** and quickly enter any of the codes below You'll see a special message appear at the top of the screen immediately after entering each code

Up, X, Left, O—God Mode

Right, Left, Down, Up—Invulnerable

△, X, □, O—Exchange weapons for health

X , X, **Up**—Killer Weapons

X, X, △—Mega Guns

WARJETZ

Codes

From the Game Setup menu, select "Input Code," then enter any of the following codes You'll see a special message after entering each one correctly

S P R L Z Y—Super Cheats

T W L V C H T S—All Cheats

J M P T T—Level Select

D N G D M—Invulnerable

M R R M R—Thick Armor

Z P P Y—Fast Planes

H M M R—Bigger Guns

Q D—Biggest Guns

F R H S—Rapid Fire

N S T N T—Speed Shots

N D B M B S—Dual Fire

D Z Z Y—Spin Shots

S C R W—Shields on Roll

D H—Top Gun

V R L R D S—Overlords Mode

W N R L F S T—Valhalla Mode

S N K Y—Ghost Mode

T W F S T D—Double Bux

W N N N G S—Extra 10 Bux

P Y R S—Weapon Up at 3

N D C S N—Switch Planes

S M S H N G—Plane Wins

B X D R W—Show Boxes

W Y P N T—Show Waypoints

G R T D—Every Movie

WILD WILD RACING

Unlock Secret Options

From the main menu, select "Options." Next, hold □ and press **Up**, O, **Down**, O, **Left, Right, Left, Right**, O. A new "Secret" menu item will appear at the bottom of the Options menu

Unlock Top Secret Options

First, enter the "Unlock Secret Options" code as explained above Next, go back to the main menu and select "Single Player," then input "NORTHEND" at the "Enter Your Name" screen. You'll hear a special message if you entered it correctly Finally, return to the "Secret" options and another new item will appear called "Top Secret!"

WINBACK: COVERT OPERATIONS

Secret Codes

Enter any of the following codes quickly at the title screen

Unlock All Characters in Versus Mode—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold O and press **START**

Unlock "Trial" option—Press **Up, Down, Down, Right, Right, Right, Left, Left, Left, Left,** then hold △ and press **START**

Unlock "Max Power" option—Press **L1, R2, L2, R2, L2,** △, O, △, O, then hold **L1** and press **START**

Unlock "Sudden Death" option—Press **L2, R2, L2, R2,** O, △, O, △. Next, hold **L1** and press **START**

X SQUAD

Ultimate Code

At the title screen, press O, O, O, O, △, □, □, □, □ A graphic will appear at the top of the screen to confirm Next, select "New Game." You'll start with all of the game's weapons and tons of items

ZONE OF THE ENDERS

Versus Mode

At the title screen, press O, X, **Right, Left, Right, Left, Down, Down, Up, Up** You'll hear a special sound effect after entering it correctly A new item called "Versus" will now appear at the main menu

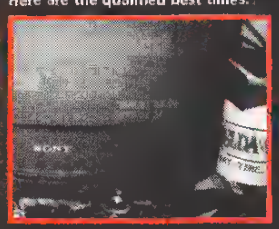
Exchange Level for Health and Ammo

At any time during gameplay, press **START** to pause, then press **L1, L1, L2, L2, L1, R1, L1, R1, R2, R1**. Your health and ammo will be fully restored, but your level will decrease by one at the same time However, if you're at Lv1 already, the code will not work

Klonoa 2 Contest Results

Back in our September 2001 issue, we announced a time attack contest for *Klonoa 2:Lunatea's Veil* The contest was to play the boss battle against Leptio The Flower Clown and score the shortest time possible. The prizes were *Klonoa* games, posters, stickers and all kinds of other goodies! Here are the top 20 scores for the contest For the rules and more information, please refer to issue No 79, page 22 Thanks to everyone who entered and congratulations to the winners!

Here are the qualified best times:



1) 1'26"08 Dave Bruno (Sunol, CA)

2) 1'27"71—Kristyn Stock (Sagamore Beach MA)
3) 1'28"10—Lance Swegart (Sherman Oaks, CA)
4) 1'35"60—Nick Oevietro (Stratford, CT)
5) 1'35"65—Douglas Blakeman (Frankfort, IL)
6) 1'40"51—Paul Stawnicky (Edmonton, AB)
7) 1'41"46—Wakka (Kettering, OH)
8) 1'42"11—Todd Stasik (Cresson, PA)
9) 1'42"33—The Hoogebooms (Riverview, FL)
10) 1'42"88—Joseph Scotti (Martinsburg, WV)
11) 1'43"33—Sam Allen (Madison, WI)
12) 1'46"10—Dawn Nakama (Hephzibah, GA)
13) 1'50"25—Sam Pirruccello (Libertyville, IL)
14) 1'54"03—Leo Murga (North Las Vegas, NV)
15) 1'55"36—Chnstopher Ahrendt (Stone Mountain, GA)
16) 1'57"26—John-Mike Leemans (New Milford NJ)
17) 1'58"33—Christopher Abell (Bethesda, MO)
18) 1'59"41—Anonymous (Houston, TX)
19) 2'00"78—Stephanie Murga (Las Vegas NV)
20) 3'02"50—Nicholas Parducci (Flushing, NY)

007 RACING

Secret Vehicle

At the title screen, press **L1, R1, △, O, X**. You'll hear a laughing sound effect after entering it correctly. Now you can choose the Aston Martin Vantage in Two-Player mode. You must input this sequence very quickly for the game to recognize it.

AKUJI THE HEARTLESS

Debug Menu

Pause the game, then hold **L2** or **R2** and press **Left, Up, Up, △, Right, □, Left, △, Up, Down, Right, Right**. This gives you access to the level select menu.

Invincibility

Pause the game, then hold **L2** or **R2** and press **Right, Right, Left, △, X, Up, O, Left.**

Unlimited Voodoo Spells

After earning a Voodoo Spell, pause the game, then hold **L2** or **R2** and press **Left, △, Left, Left, O, Left, △, Right, O, Up, Up, Down**

ALEXI LALAS INTERNATIONAL SOCCER

Unlock Secret Teams

From the main menu, select "Friendly Match." Next, move the cursor down to the team name at the next screen that appears. Then enter any of the following codes below. You'll hear a special sound effect after entering a correct code. When you unlock the first secret team, the "Secret" category of teams will appear among the names of continents at this screen. All the teams below will appear within the Secret category.

Brazil 1970—**R1, R1, R1, Right, Right**
Die Mannschaft—**R2, R2, R2, Right, Right**
England 1966—**L1, L1, L1, Right, Right**
All Time—**L2, L2, L2, Right, Right**
Aus Asia Stars—**R1, Up, Up, Right, Right**
Africa Stars—**R2, Up, Up, Right, Right**
Oranje—**L1, Up, Up, Right, Right**
Azzuri—**L2, Up, Up, Right, Right**

ALIEN: RESURRECTION

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. For both codes, the new menu items will appear within the "Options" menu.

Unlock "Cheat Menu" menu item—**O, Left, Right, O, Up, R2**
Unlock "Research" menu item—**□, Up, Down, O, Left, R1**

APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes:

Invincibility—Hold **L1**, press **Down, Up, Left, Left, △, Up, Right, Down**
All Weapons—Hold **L1**, press **□, O, Up, Down, X, □**
Infinite Lives—Hold **L1**, press **△, O, X, □**
Restore Health—Hold **L1**, press **X, △, O**
See Programmers' Debug info—Hold **L1**, press **Down, Down, △**
Stage Select—Hold **L1**, press **△, Up, X, Down** (this code adds a stage select option to the "Paused" menu as well as the main menu)

ARMY MEN: AIR ATTACK 2

Mission Select

At the main menu, select "Continue Game" then "Password." Next, enter **△, X, Down, Left, Right, X, O, □** as your password. You'll now be able to select from any of the 22 missions in the game.

ARMY MEN: SARGE'S HEROES 2

Invincibility

At any point during gameplay, press **START** to pause the game, then press **□, O, L1, R1**. Next, press **START** to unpause. If you entered the code correctly, the words "Invincible!" will appear on the screen.

All Weapons & Lots of Ammo

At any point during gameplay, press **START** to pause the game, then press **□, O, R1, L1**. Next, press **START** to unpause. If you entered the code correctly, the words "Power Up!" will appear on the screen.

ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing.

Unlock Secret Excalibur Ship—Hold **SELECT** and press **△, O, O, △, □, O, □**
Stage Select/Invincibility—Hold **SELECT** and press **□, △, O, △, △, □, O** (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)
Unlock "Classic Asteroids" Game—Hold **SELECT** and press **O, O, O, △, □, □, O**

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary.

One extra life—**Up, Down, Left, Right, O, □, X, △**
99 Lives—**Up, X, Down, △, Left, □, Right, O**
Invincibility—**Down, Down, Up, Up, O, □, △, △**

BATTLE HUNTER

Secret Characters

At the main menu, select the Office icon, then select the Registration icon. Next, enter any of the names below to create a secret character:

SHUiCHi
ViKEiF

BEAST WARS TRANSFORMERS

Weapon Power Up

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, X, □, START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, X, X, △, Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

BLADE

Unlock Secret Cheats

Enter any of the following codes at the main menu. You'll hear a special sound effect upon entering a correct code. Then, in the middle of gameplay, press **START** to pause and select "Cheat Menu" from the pause screen. From here you'll be able to toggle on and off all the cheats that you've unlocked.

Unlock Infinite Weapons—**Down, Right, Up, Left, L2, L1, R2, R1**
Unlock Infinite Health—**Left, Left, Left, Right, L2, L1, R2, R1**
Unlock All Items—**Right, Left, Up, Down, L2, L2, R2, R2**

BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features.

3 6 3 6—Unlocks two extra stages in Battle Game mode
1 6 2 2—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed
6 R 3 3—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges

BRAVO AIR RACE

Secret Vehicles

At the main title screen menu, hold **R1 + L2** on Controller 2 and rapidly tap the **SELECT** button (also on Controller 2) 20 times, you'll hear a signal to confirm the code. Now you'll find two new planes at the "Airplane Select" screen: an F-16 and a stealth fighter.

BUGS BUNNY: LOST IN TIME

Unlock All Stages

At the "Era Selector," point Bugs to an Era that is currently inaccessible. Hold **L2 + R1** and press **X, □, R2, L1, O, X, □, □, □**. You'll then be able to enter any stage.

BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

Choose *Super Buster Bros.* from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players, then, at the next menu, highlight "Tour Mode," hold **Down** on the D-pad and press **X**. A stage-select menu will appear.

Buster Buddies Stage Select

As above, choose *Buster Buddies* from the main menu and select "Game Start." When the title screen appears, choose the number of players, then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press **X**. A stage-select menu will appear after the player-select menu.

Buster Buddies Bonus Stages

Choose *Buster Buddies* and select "Game Start." When the title screen appears, choose the number of players, then quickly hold **X** on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press **X** on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

CARDINAL SYN

Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing.

- Unlock all characters except Syn and Kron—**L1, R2, R1, □, Down, O, Down, L2, □, □, □, □**
- Unlock Syn—**R1, Right, R2, □, R1, Down, R1, R2, R2, O**
- Unlock Kron—**L2, L2, Up, Up, Up, Left, Down, Up, O, L1**
- New costume for Orion—**R2, Down, Down, O, □, □, R2**
- New costume for Nephra—**□, L1, O, Up, △, Left, △**
- New costume for Juni—**Down, □, Down, L2, Down, Down, Down**
- New costume for Syn—**O, O, O, L1, R1, O, Left**
- Infinite Magic—**Right, Right, Right, Left, △, Left, Left, □**
- Allow dismemberment in any round—**Up, Up, Right, Right, Left, O, O, Down**
- See characters' ending sequences instead of opening sequences—**△, Right, △, Right, △, △, R2, R1, L1, L2, △, △**

CASTLEVANIA CHRONICLES

Extra Option

At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, O, X**. If you entered the code correctly, the "Extra Option" screen will appear automatically.

Sound Module Setting

At the main menu, move the cursor to either "Original Mode" or "Arrange Mode." Next, hold **L1 + R2** and press **X**. Now you can choose from three additional soundtrack variations before the game begins.

CIRCUIT BREAKERS

Unlock All Tracks

At any point in the middle of a race, press **START** to pause the game and select "Options." Then select "Sound" and move the cursor to "FX Volume." Next, press **L1 + L2** simultaneously. Now when you quit the race and return to the track selection screen, you'll be able to play any track in the game.

Backwards Tracks

At the track selection screen, press **L2 + R2 + X + Down** simultaneously. A U-turn arrow will flash on the screen and you'll be able to race any track backwards.

COOL BOARDERS 4

Secret Codes

From the main menu, select "One Player," then enter any of the following codes as your name at the "Record Keeping" screen. When you enter the last letter of each code, you'll hear a voice say, "Hey, no cheating."

Unlock all Mountains—**I C H E A T**
Unlock all Special Events—**I M S P E C I A L**

CRASH BANDICOOT

Password

Enter the following special password to gain access to any stage with all gems and keys collected:

△△△△X□△△
△△□X△O△△
△O□△XXXX

CRASH TEAM RACING

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code. Remember, these codes only affect game modes other than "Adventure."

Unlock Penta Penguin—**Hold L1 + R1** and press **Down, Right, △, Down, Left, △, Up**
Unlock Ripper Roo—Hold **L1 + R1** and press **Right, O, O, Down, Up, Down, Right**
Unlock Dr. N. Tropy—Hold **L1 + R1** and press **Down, Left, Right, Up, Down, Right, Right**
Unlock Papu Papu—Hold **L1 + R1** and press **Left, △, Right, Down, Right, O, Left, Left, Down**
Unlock Komodo Joe—Hold **L1 + R1** and press **Down, O, Left, Left, △, Right, Down**
Unlock Pinstripe—Hold **L1 + R1** and press **Left, Right, △, Down, Right, Down**
Unlock Turbo Track, The North Bowl, Lab Basement, Parking Lot—Hold **L1 + R1** and press **Right, Right, Left, △, Right, Down, Down**
Super Turbo Pads—Hold **L1 + R1** and press **△, Right, Right, O, Left**
Infinite Bombs—Hold **L1 + R1** and press **△, Right, Down, Right, Up, △, Left**
Infinite Wumpa Fruit—Hold **L1 + R1** and press **Down, Right, Right, Down, Down**
Infinite Masks—Hold **L1 + R1** and press **Left, △, Right, Left, O, Right, Down, Down**
Invisibility—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Up**
Unlock Scrapbook—Hold **L1 + R1** and press **Up, Up, Down, Right, Right, Left, Right, △, Right**

CROC 2

Cheat Menu

At the title screen, hold **L1** and press **△, Left, Left, Right, □, Up, Up, Left, O**. You'll hear a chime and the words "Cheat Menu Active" will appear at the top of the screen. Now you can access the cheat menu during a game by pressing **L2 + R2** simultaneously.

Infinite Crystals

At the title screen, hold **L1** and press **□, □, O, Down, Left, Right, Left, Right**. You'll hear a sound effect to confirm the code. With this code in place, hold **R2** at any time during the game and press **□** to add 100 crystals to your total, up to 9,999.

CYRER TIGER

Passcodes

To reach the Passcode screen, press **O** at the "Courses" screen.

Unlock Cyber Badlands—**H A R E S O**
Unlock Cyber Canyons—**N A M O P i**
Unlock Cyber Sawgrass—**S E C A R E**
Unlock Cyber Summerlin—**P O R A S O**
Unlock all courses—**P O Q A K i**

DARKSTALKERS 3

Play as Soul Stealer

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button five times, then press any button. The computer will choose a character for you at random and you will see a giant shadow creature inhabit that character's body. If you win the fight, the shadow will steal the soul of your opponent and you will fight as that character in the next battle.

Play as Soul Stealer 2

In Arcade mode, highlight the "?" box at the character-select screen, press the **SELECT** button seven times, then press any button. If you're playing against the computer, a random fighter will be chosen for you before each battle and you will see a mysterious female character inhabit that fighter's body, also, you will always fight against the same character as the one you are controlling. If you're competing with another player, you will always fight as the same character that your opponent chooses.

DAVE MIRRA FREESTYLE BMX

Unlock Slim Jim

At the main menu, select "PROQUEST." Next, at the "Select Rider" screen, press **Down, Down, Left, Right, Up, Up, O**. You'll hear a special sound effect after entering the code correctly. Slim Jim will appear between Joey Garcia and Dave Mirra.

Unlock All Styles and all Levels

At the main menu, select "PROQUEST," then select any rider and then any bike at the following screens. Next, when the style selection screen appears, press **Left, Up, Right, Down, Left, Down, Right, Up, Left, O** in order to unlock all levels, you must input this same code when the level selection screen appears. In both cases, you'll hear a special sound effect after entering the code correctly.

DEMOLITION RACER

Cheat Code

At the main menu, press **X, X, □, □, △, △, O, O**. While entering this code you'll move in and out of the "Enter Your Name" screen. You'll hear an engine sound effect to confirm the code. Now all of the cars, tracks and game modes will be unlocked.

DRIVER

Cheat Codes

Enter these codes at the title screen. You'll hear a sound effect as you successfully enter each code. Once entered, the cheats can be accessed via the Cheat menu from the title screen.

- Credits (Watch the ending credits)—**L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1**

• Invincibility—**L2, L2, R2, R2, L2, R2, L2, L1, R2, R1, L2, L1, L1**
• Immunity (Police never chase you)—**L1, L2, R1, R1, R1, R1 L2, L2, R1, R1, L1, L1, R2**
• Rear Wheel (Car has rear wheel drive)—**R1, R1, R1, R2, L2, R1, R2, L2, L1, R2, R1, L2, L1**
• Minis (Cars appear much smaller)—**R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2, L2, L2**
• Stilts (Extremely long suspension)—**R2, L2, R1, R2, L2, L1, R2, R2, L2, L2, L1, R2, R1**
• Antipodean (Screen appears upside-down)—**R2, R2, R1, L2, L1 R2, L2, L1, R2, R2, L2, R2, L1**

DUNE 2000

Reveal Entire Map

During gameplay, move the cursor to your team icons and press X at each icon in this order: □, O, X, △, △, □. If you enter the code correctly, the words "CHEATER!" will appear on the screen

EAGLE ONE HARRIER ATTACK

Secret Codes

From the main menu, select "Options," then enter any of the following codes. You'll hear a special sound effect after entering a correct code

Unlock all missions—**R1, L1, R2, L2, START**
Infinite ammo—**R1, L1, R2 L2, R1**
God mode—**R1, L1, R2, L2, L1**

FANTASTIC FOUR

Cheat Mode

At the Options menu, press **Down** until the "Training" option is highlighted. Next, press **L1 + L2 + R1 + R2** at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press **L1 + L2 + R1 + R2** during gameplay to access a stage-select menu. Press **Up** or **Down** and use the △ and X buttons to choose a stage, then press **START** to warp there.

FEAR EFFECT

Cheat Codes

From the main menu, select "Options," then select "Credits." Enter any of the codes below while the credits are rolling. You'll hear a special sound effect and the screen will flash red after entering a correct code

One-Hit Kills—**L1, △, Up, Down, O, O, △, □, Down, R1**
Expert Mode— **Down, Down, Down, △, Down, Down, Down, □, Left, Right**
Instant Puzzle Solutions—**L1, △, Up, Down, O, O, Down, Down, Down, Up**
Infinite Health—**L1, △, Up, Down, O, O, △, □, Right, □**
Max. Ammo—**L1, △, Up, Down, O, O, △, □, Left, △**

FEAR EFFECT 2: RETRO HELIX

Secret Codes

At the title screen—while the words "Press START Button" are flashing—enter one of the following codes to unlock the "Art Gallery" item from within the "Extras" item under the "Options" menu. There is a different art gallery on each disc, and you must enter only the code that corresponds to the disc you're playing on. The screen will flash a solid color after entering a correct code

Disc 1—**Left, Right, Up, Down, Down, O**
Disc 2—**Up, Up, R1, R1, R1, □**
Disc 3—**L1, R2, L1, R2, L1, □**

FELONY 11-79

Access All Cars & Tracks

At the main menu—the one that says "Start/Time Trial/Setting" etc., enter the following code *quickly* on Controller 2. Tap **L2 + R1 + R2**, then tap **R2**, then **L2**, then **R1 + △**, you'll hear an explosion sound to confirm the code. Now start the game, you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available

THE FIFTH ELEMENT

Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc—press **L1, L2, R2, R1, SELECT**, you'll hear a signal to confirm. Now highlight "New Game" and press X, a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more

FIGHTING FORCE

Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold **Left + L1 + R2 + □**. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen

FIGHTING FORCE 2

Cheat Mode

Hold **L1 + L2 + R1 + △ + Left** and press X at the title screen when "Press Start" appears. You'll be immediately be taken to the main menu. When you select "Start Game," a stage-select menu will appear. Choose any level and you'll find that you're partially invincible and have infinite ammo for any weapon you pick up

FORSAKEN

Secret Cheat Menu

At the main menu, highlight "Options" and press **Left, Right, Left, Right**. Next, press X to access the Global Options menu, you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage

FROGGER

Stage Select

During gameplay, press **START** to pause, then press **Right, □, △, □, △, R1, L1, R1, L1, O**. When you return to the "Select Level" screen, all of the stages will be unlocked

Infinite Lives

During gameplay, press **START** to pause, then press **Right, □, △, □, △, X**

G-POLICE

Infinite Shields

At the "Mission Brief" screen, hold **L1 + R2 + □** and press **Left** on the D-pad

Unlimited Ammo

At the weapon select screen, hold **R1 + L2 + O** and press **Left** on the D-pad

G-POLICE: WEAPONS OF JUSTICE

Passwords

Mission 31—**P L I N T H**
Unlock Everything in Database—**U T O P I A**

GEKIDO: URBAN FIGHTERS

Cheats

To enter these codes, you must first get a high score (with the default high scores, your score must be over 1,000 points). Enter the following codes as your name at the high score name entry screen after your game is over to get the corresponding effect. All unlocked cheats will appear in the "Options" menu and must be toggled on for them to work.

Unlock Deformed mode—**D E F O R M A N I A**
Unlock Skeleton mode—**B O N E C R A C K**

GEX: ENTER THE GECKO

Invincibility

During the game, press **START** to pause, then hold the **L2** button and press **Left, Right, △, Down, Right, Left**

Infinite Lives

During the game, press **START** to pause, then hold the **L2** button and press **Up, Up, Down, Right, △, Down**

Stage Select

During the game, press **START** to pause, then hold the **L2** button and press **Right, Right, Left, Right, △, Down, Right**. When you unpause, press **SELECT** to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press **Left** or X to cycle between three different menus

Debug Menu

When you're on the Media Dimension map, press **START** to pause, then hold the **L2** button and press **Right, Right, Left, Right, △, Down, Right, Right, △, Right, Left, △, X, Right, △, Right, Left, △, X**. When you unpause, press **SELECT** to call up a debug menu. Press **Left** or **Right** to turn the different options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map

GHOST IN THE SHELL

Stage Select

At the main menu, press **R2, R1, □, □, Up, Down, □, □, R2, R2**, you'll hear a sound to confirm the code. Now choose "Mission Start", a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu

GRAND THEFT AUTO 2

Secret Codes

From the main menu, select "Play," then press X again to change your name to any of the codes below. You'll get no special confirmation after entering a correct code

Start with $1,000,000—**B I G S C O R E**
Start with all weapons and 99 ammo—**N A V A R O N E**
Start with x5 Multiplier—**H I G H F I V E**
No Police—**L O S E F E D S**
Display Coordinates—**W U G G L E S**
Area Select—**I T S A L L U P**
Start with unlimited health—**L I V E L O N G**
Start with maximum Wanted Level—**D E S I R E S**

GRIND SESSION

Unlock All Tricks

At any time during gameplay, press **START** to pause, then press **Down, Left, Up, Right, Down, Left, Up, Right**. If you input the code correctly you'll see the words "All Tricks Enabled" appear on the screen

GUILTY GEAR

Extra Difficulty Level

At the PlayStation logo screen, hold **□ + R2 + L1 + Down** while the game is loading. You'll hear a loud crash at the "Now Loading..." screen to confirm the code; now the computer-controlled fighters will be much more effective in one-player mode

Secret Characters: Testament and Justice

To access the *Guilty Gear* bosses, you must beat the game with any character. You may continue as many times as you like. Unfortunately, Testament and Justice are selectable only in the Versus and Training modes

Secret Character: Baiken

To fight against Baiken, you must beat the game using Sol or Ky without continuing. You may lose single rounds, but you cannot lose a match. Once you've defeated her, she will be selectable in the Versus and Training modes

GUNSHIP

Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press **L1 + L2 + R2 + R2** buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains

HEART OF DARKNESS

Cheat Mode

Hold **L1 + L2 + R1 + R2** on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu, in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu

HERCULES ACTION GAME

Passwords

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa
The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer
The Big Olive—Centaur, Shield, Hydra, Hercules head
The Hydra Canyon—Shield, Helmet, Shield, Soldier
Medusa's Lair—Archer, Pegasus, Archer, Centaur
Cyclops Attack—Helmet, Pegasus, Hercules head, Archer
Titan Flight—Soldier, Shield, Shield, Lightning
Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus
Vortex of Souls—Soldier, Lightning, Soldier, Centaur

Watch All Full-Motion Video Scenes

Access the password entry screen and enter Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press **START** to exit

HOGS OF WAR

Secret Codes

Enter any of these names at the "Please Name Your Team" screen after you start a new game. Note the spaces in the words below. For the "View FMV sequences" code, the FMV will appear after you select "Start Mission."

View FMV sequences—PRYING PIGS
Play as Team Lard—MARDY PIGS

HOT SHOTS GOLF

All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold **L1 + L2 + R1 + R2** on Controller 2, then as soon as you see the screen flash bright white, quickly press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left** on Controller 2. You must continue to hold all four **L** and **R** buttons during this process and you must finish entering the code before the *Hot Shots Golf* logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers

Mirror Courses

At the Course Select screen, highlight a course, hold **L1 + L2**, press X to lock in your selection and continue to hold **L1 + L2** until the course loads. When it does, it will be a "mirrored" version of the normal course

Mirror Characters

At the Character Select menu, highlight a golfer, hold **L1** and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa

HOT SHOTS GOLF 2

Unlock Everything

From the main menu, select "New Game." Then, at the following screen, enter "2GSH" as your name. You'll find all of the courses and characters unlocked!

HOT WHEELS EXTREME RACING

Secret Codes

Choose "Options" from the main menu, then select "Misc." and enter any of the following codes at the "Code Entry" screen

X T R C H T—Unlocks "Cheat Menu" option on the "Misc." menu
A N D Y—All skulls become monkey faces
S K U L L—All skulls become monkey skulls
U S D—Upside-down races
N O B O D Y—Invisible vehicles
V E R S I O N—Display the game's version number and date at the main menu

HOT WHEELS TURBO RACING

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** twice to access the Password option. Enter any of the following passwords to unlock different features.

P W D T S T—Unlock all secret courses and secret vehicles except "Tow Jam"
T W J M—Unlock "Tow Jam" vehicle

IN THE HUNT

Stage Select

At the title screen menu, highlight "Start", hold the D-pad in the **Up/Left** position, hold **SELECT** and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game

Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the △ and **SELECT** buttons and press **START**. You'll get five additional continues. Repeat this code whenever you run out of credits

INCREDIBLE CRISIS

Two Player Fun

At any point during gameplay, pressing various buttons on Controller 2 will affect the game in the following ways

Hold **Right** or **Left**—Skinny player
Hold **Up** or **Down**—Big head player
Press X—Whistle sound effect
Press □—"Boo" sound effect
Press △—Bicycle horn sound effect
Press O—Drum hit sound effect

INDEPENDENCE DAY

Cheat Mode

Choose "Options" from the main menu, then select "Player Name" and enter your name as "GREG FM" (be sure to enter a space between the second "G" and the "F".) Now return to the main menu (the one that says "Single Player/Multiplayer/Options") and press **Left, Right, □, O, △, △, Down**. A "Cheater" menu will appear with 12 different cheat options that you can use as follows:

• City—Use this to warp to any stage
• Plane—Choose any craft, "BAC" is the alien spaceship.
• Invincible—Turn this option on and you'll take no damage

• Kill Civil—You can lock on to non-enemy objects and blow them up
• Kill Wing—You can lock on to your wingmen and shoot them down
• Damage Bonus—You can kill enemies with just one missile
• Tourist—Turn this option on to remove all aliens
• Weapons—Turning this option on will give you infinite missiles
• Fast Reload—This allows you to fire missiles more quickly
• Demo Cam—You can't play the game with this option turned on, but you can use the D-pad and buttons to explore each stage at your own pace
• No Time—Turn this option on to disable the timer

INTELLIGENT QUBE

Practice Stages
Choose "Rules" from the main menu, highlight any of the training scenarios, hold **L1 + R1** and press X. Instead of watching a noninteractive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages

INTERNATIONAL TRACK & FIELD

Skimpier Swimsuits
At the Game Select menu, highlight "100m Free Style" and press **Up, Up, Down, Down, Left, Right, Left, Right,** ○, X. Instead of the standard one piece swimsuits, the contestants will all be wearing bikinis

INVASION FROM BEYOND

Level Select
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo)
L1, R1, L2, R2, △, X, ○, □, □, ○, X, △
All Ships & Weapons
Enter the following code when the words "Press Start" are flashing on the screen (but not during the gameplay demo)
L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

IRRITATING STICK

Extra Lives
To start with seven lives instead of the usual three, enter the following code. At the mode select screen, highlight "1P Play" and press **Right** on the D-pad four times. Highlight "Tournament" and press **Right** on the D-pad once. Highlight "Course Edit" and press **Left** on the D-pad twice. Highlight "Option" and press **Left** on the D-pad six times. Now highlight "1P Play" and press X. You'll hear the crowd cheer to confirm the code.

JACKIE CHAN STUNTMASTER

Unlock All Levels
At the main title screen—while the words "PRESS START button" are flashing—press **L2,** □, △, ○, X, **R2, R2,** you'll hear a gong to confirm the code. Now all of the stages are unlocked except the Shaolin Temple
All Dragons Collected
At the main title screen—while the words "PRESS START button" are flashing—press **L1, R2, L2, R2,** □, X, X, you'll hear a gong to confirm the code. Now all of the levels—including the secret Shaolin Temple—are unlocked and Jackie appears in his *Drunken Master* costume
Secret Video
At the main title screen—while the words "PRESS START button" are flashing—press **Left, Right,** R1, ○, □, △, △, the words "Bonus Movie PRESS X" will appear. Press X to watch the behind-the-scenes movie that you ordinarily don't get to see unless you beat the Shaolin Temple stage

JET MOTO

Cheat Codes
Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press **START**. At the title screen, press ○, ○, ○, □, △, △, □, △. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:
2 Player vs CPU—○, □, **R2,** ○, △, **L2, Right, Up**
Double Stunt Points—**Right, Up,** ○, **L2,** △, ○, **R1, R2**
Unlimited Turbos—△, ○, **Right, R2, Up,** □, **Up,** △
Rocket Racer—△, **Up, Up, L2, L2, Up, Up, Up**
Multiple Camera Angles—△, **Down,** □, △, **L1, L1, R1, R1**
No Resistance—□, **L1,** △, **Right, L1, Down, R2,** △
Super Ability—**Down,** ○, **Left, L1, Left, Right, Left, Right**
Air Brakes—**R1, R2, Right, L2, Up,** ○, **Up,** ○
Ice Racing—**Up, R2, R1, Right, L1,** □, **Right, Right**
Access All Tracks
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter option to "Male". Now press **START**, when the yellow highlight appears on the menu at the bottom of the title screen, press **Up, Right, Down, Left, Up, Right, Down, Left. Next,** choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press **START** again, when the main menu reappears, press **Up, Left, Down, Right, Up, Left, Down, Right.** You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes, there's also a fourth difficulty setting called "Master" at the Options menu.

JET MOTO 2

Access All Tracks
Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the **START** button or by highlighting "EXIT" and pressing the X button, if you exit the options screen by pressing the △ button, your changes will not be retained and the codes won't work.
To access all of the tracks—including the alternate tracks—follow these steps:
1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
2) Choose "1 Player" at the main menu, highlight Li'l Dave, press X, then press △ until you get back to the main menu.
3) At the main menu, quickly press **Up, Down, Left, Right, R2, R1, L2, L1,** you won't get any confirmation of this code.
4) Return to the Options menu and set the Laps Per Race to "3".
5) Choose "1 Player" at the main menu, highlight Wild Ride, press X, then press △ until you get back to the main menu.
6) At the main menu, quickly press **Up, Left, Down, Right,** □, **R2,** ○, **L2,** you will hear a signal to confirm this code.
7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
8) Choose "1 Player" at the main menu, highlight Bomber, press X, then press △ until you get back to the main menu.
9) At the main menu, quickly press **Up, Down, Left, Right, Up, Down, Left, Right,** you won't get any confirmation of this code.
10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
11) At the main menu, quickly press **R2, R1, L1, L2, R2, R1, L1, L2,** you will hear a signal to confirm this code. Now you can access all of the tracks.
Secret Character/Extra Difficulty Setting
At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press **Left,** □, **Down,** △, **Right,** ○, **L1, R1,** you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

JUDGE DREDD

Secret Codes
To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:
I P E M O N ?—Deformed characters
? L D V E S E X Y ?—See the ending
I B E D S T R A W I—10 credits
I E I K K I N—Invincibility

JUMPING FLASH!

Stage Select
At the *Jumping Flash* title screen, press **Up, Up, Down, Down,** X, X, **Left, Right, Left, Right,** X, △, X, △. The color of the text box will change from blue to reddish if you've entered the code properly. Now start the game, when the World Map appears, press **Right** repeatedly to skip to different stages.

K-1 THE ARENA FIGHTERS

Secret Character
Choose "Team Battle" from the main menu, then—when the character-select screen appears—press **Up, Up, Down, Down, Left, Right, Left, Right, START**. You'll hear the crowd cheer and Mastar Ishii will appear as a selectable character on the right side of the screen.
Infinite Stamina
At the title screen, wait for the words "Push Start" to begin flashing, then quickly press **Up, Right, Down, Left, Up, Right, Down, Left, SELECT**. You should hear a small explosion to confirm the code, if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down—but neither will your opponents'.
Strength Adjust
During a match, press **START** to pause, then press **L2, R1, L1, R1, L2, R1** while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power, press **Up** or **Down** to change it to any number from **1** (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power.
Alternate Costumes
At the title screen, hold **L1 + R1** and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts GI outfits and Sam Greco has long pants.
See the Ending
Turn the PlayStation on with the *K-1* disc inside and hold **L1 + L2** + △ + ○ + **Left** on both controllers while the game loads. Continue to hold all of the buttons down until the demo begins; instead of the normal introduction, you'll see the video from the game's ending, complete with credits.

KAGERO: DECEPTION II

Sound Test
When the words "Press Start" appear at the title screen, press **R1** four times, then **R2** six times, you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

THE KING OF FIGHTERS '95

Boss Code
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character select screen, hold the **START** button and press **Up** + ○, then **Right** + □, then **Left** + X, then **Down** + △. The boss characters Dmega Rugal and Saishu Kunsanagi will appear on the menu as playable fighters.
Duplicate Characters
Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the **START** buston and press **Down** + △, then **Left** + X, then **Right** + □, then **Up** + ○. Now you can select your favorite character more than once when choosing the members of your team, you can even make a team that consists of the same character three times.

KNOCKOUT KINGS 2001

Secret Codes
Select the Career mode and enter any of the following cheat codes as your boxer's name to unlock secret characters or enable cheats:
K N U C K S—Unlock Ashy Knucks
S A N D E R S—Unlock Barry Sanders
G I A M B I—Unlock Jason Giambi
S E A U—Unlock Junior Seau
N D L A N—Unlock Owen Nolan
F R A N C I S—Unlock Steve Francis
B A B Y—Unlock Baby
B U L L D D G—Unlock Bulldog
C L O W N—Unlock Clown
E Y E—Unlock Cyclops
G D R E—Unlock Gorilla
1 0 0 %—Max out boxer stats
T H R D B—Throbbing boxer
I N V I N C I B L E—Invincible boxer
D D U B L E D A M A G E—Double damage against opponents
B A W—Black and white mode
S E P I A—Sepia Tone mode
N A L U—Picture of a baby appears in the corner of the screen during match
R E S E T P A S S—Disables all cheats

KRAZY IVAN

Stage Select
At the arena select screen with the globe in the background, highlight Russia, the only available mission at the start of the game. Next, press **Right**, but before the Japan mission information appears, press X + **Down**/**Left** on the D-pad and hold them. You'll see the globe bouncing through the different arenas. Now release the buttons to begin at whatever arena is facing you on the globe at the moment you let go. You won't see the names of the missions as they pass by, so it's difficult to tell which one you've selected, but with practice you can pick the one you want by counting the rotations of the globe or by watching the position of the sun and planets in the background.

KURT WARNER'S ARENA FOOTBALL UNLEASHED

Secret Cheats
At the versus screen just before the game starts—immediately following the team selection screen—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to enter the "Super field goals" code (1-2-3-Left), press Turbo once, Jump two times and Pass three times, then press **Left** on the D-pad. A message will appear to confirm each code.
Super field goals—1-2-3 Left
Allow stepping DB—2-1-1 Left
Power up blockers—3-1-2-Left
Fast passes—2-5-0-Left
Super passing—4-2-3-Right
Huge head—0-4-0-Up
No first downs—2-1-0 Up
No interceptions—3-4-4 Up
Infinite turbo—5-1-4-Up
Super blitzing—0-4-5 Up
Power up teammates—2-3-3 Up
Power-up defense—4-2-1-Up
Show field goal %—0-0-1 Down
No random fumbles—4-2-3-Down
Hide receiver name—1-0-2-Right
Big football—0-5-0 Right
Team tiny players—3-1-0 Right
Team big players—1-4-1-Right
Team big heads—2-0-3-Right
Big head—2-0-0 Right
Avengers stadium—1-1-5-Left
Show more field—0-2-1-Right
No CPU assistance—0-1-2-Down
Power up offense—3-1-2-Up
Headless team—1-2-3 Right
Fast turbo running—0-3-2-Left
Invisible—4-3-3-Up
Hyper blitz—5-5-5-Up

LEGACY OF KAIN: SOUL REAVER

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You'll hear a special sound effect to confirm each code, codes will take effect as soon as you unpause the game:
Restore Health—Hold **L1**, press **Down,** ○, **Up, Left, Up, Left**
Lose Health—Hold **L1**, press **Left,** ○, **Up, Up Down**
Max Health—Hold **L1**, press **Right,** ○, **Down, Up, Down, Up**
Restore Magic—Hold **L1**, press **Right, Right, Left,** △, **Right, Down**
Max Magic—Hold **L1**, press △, **Right, Down, Right, Up,** △, **Left**
All Abilities—Hold **L1**, press **Up, Up, Down, Right, Right, Left,** ○, **Right, Left, Down**

LOONEY TUNES RACING

Unlock Characters & Courses
Enter any of the following codes at the main menu to unlock the corresponding character or course. You'll hear a special sound effect after entering a correct code:
Foghorn Leghorn—**Right, Right, L2,** □ □, **SELECT**
Pepe Le Pew—**Left, Right, R1,** ○, □, **SELECT**
Yosemite Sam—**Left, Right, R2,** □, ○, **SELECT**
Sylvester—**Left, Left, L1,** △, **L1, R1, SELECT**
Rocky— △, **Left, R2,** ○, ○, **SELECT**
Granny—○, △, △, **L1, R1, SELECT**
Gossamer— △, ○, **R2, R1,** □, **SELECT**
Duck Dodgers—**L1,** □, □, △, ○, **SELECT**
Evil Scientist—□, ○, **L2, R2,** △, **SELECT**
Smokey The Genie—□, **L1, R1,** △, ○, **SELECT**
Hector— △, **L2, L1** △ □, **SELECT**
Planet Y—**Right, Left,** △, **L2, L1, SELECT**
Wackyland—**L1,** ○, □, **R2,** △, **SELECT**

THE LOST WORLD: JURASSIC PARK

Cheat Passwords (All DNA, 99 Lives)
Compy—X ○ ○ △ □ X □ X ○ □ △ □
Human Hunter—□ □ △ ○ X □ □ □ □ X ○ △
Raptor—X ○ ○ △ □ X □ X □ □ △ ○
T-Rex—X X ○ △ □ □ □ X △ □ △ □
Human Prey—□ □ △ ○ X X □ □ △ X ○ △
Gallery Passwords
Compy—□ □ △ ○ X ○ △ ○ △ △ X X
Hunter—X X ○ △ □ △ △ △ X ○ □ ○
Raptor—□ □ △ ○ X ○ △ ○ X △ X △
T-Rex—△ △ □ X ○ □ ○ X X □ △ □
Prey—△ △ □ X ○ □ △ X □ □ ○ ○
Stage Select
Access the password screen and enter the following password: □, X, ○, △, △, X, □, ○, △, ○, X, □. You'll hear a beep as if you've en-

tered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

LUNAR: SILVER STAR STORY COMPLETE

Hidden Game

Put the "Making of *Lunar*" CD in your PlayStation and turn it on. As soon as the video begins to play, press **Up, Down, Left, Right, △, START**. You'll access a secret mini-game—similar to Atari's *Warlords*—for up to eight players.

MARVEL SUPER HEROES

Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned "off" at the option menu, then enter one of the following codes at the character-select screen.

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing **Up**.
- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold **Down** on the D-pad for three seconds and press an action button before releasing **Down**.

Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off".

- Dr. Doom—Press **Down, Down**, then press and continue to hold ✕, then ○, then **R1** (you should still be holding ✕ and ○ when you press **R1**).
- Thanos—Press **Up, Up**, then press and continue to hold **L1**, then △, then □ (you should still be holding **L1** and △ when you press □).

To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen.

- Dr. Doom—Press **Down, Down** and continue to hold **Down** on the second press, wait three seconds, then press and continue to hold ✕, then ○, then **R1** (you should still be holding **Down** + ✕ + ○ when you press **R1**).
- Thanos—Press **Up, Up** and continue to hold **Up** on the second press, wait three seconds, then press and continue to hold **L1**, then △, then □ (you should still be holding **Up** + **L1** + △ when you press □).

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

MARVEL SUPER HEROES VS. STREET FIGHTER

Secret Characters

At the character-select screen, follow the instructions below to select alternate versions of certain characters.

- Armored Spider-Man—Highlight Spider-Man, hold **SELECT** and press any action button.
- U.S. Agent—Highlight M. Bison, hold **SELECT** and press any action button.
- Shadow—Highlight Dhalsim, hold **SELECT** and press any action button.
- Mephisto—Highlight Omega Red, hold **SELECT** and press any action button.
- Mecha-Zangief—Highlight Blackheart, hold **SELECT** and press any action button.
- Dark Sakura—Highlight the Hulk, hold **SELECT** and press any action button.
- Gray Hulk—Select Dark Sakura as described above, then choose the Hulk as her partner.

EX Option Menu

From the main menu, select "Option." Next, press **R1, ○, Left, △, △** very quickly. If you do it fast enough, the EX Option screen will appear, allowing you to further modify the gameplay.

MARVEL VS. CAPCOM

EX Options

At the main menu, move the cursor to "Option," then hold down **SELECT** and press **START**. The hidden EX Option menu will appear.

MAT HOFFMAN'S PRO BMX

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the codes below. After entering each code correctly, the pause menu will shake. The effects will take place immediately after you select "Continue" to return to the game.

Perfect balance—Hold **L1** and press □, **Left, Up, Right**.

Display balance meter during grinds—Hold **L1** and press **Left, ○, □, △, □, ○, ✕**.

Infinite Special—Hold **L1** and press **Laft, Down, △, ○, Up, Left, △, □**.

Big wheels—Hold **L1** and press **Down, ○, ○, Down**.

Add eight minutes to your remaining time—Hold **L1** and press □, **Up, ○, ✕**.

Point values x10—Hold **L1** and press □, ○, ○, **Up, Down, Down**.

Point values divided by 10—Hold **L1** and press **Down, Down, Up, ○, ○, □**.

Secret Character: Granny

Start a game in Career Mode and press **START** to pause, then select the "Retry" option from the pause menu. Continue to pause and restart, after you do this 10 times, a message will appear and Granny will become a playable character.

MEGA MAN X5

Start With Ultimate Armor

At the main menu, select "Game Start." At the player select screen, move the cursor to Mega Man X, then press **Up** twice, then **Down** nine times. To play as Zero, move the cursor to him and instead press **Down** twice, then **Up** nine times. You'll hear a special sound effect after entering either code correctly. When you begin the game, the player you chose will be wearing the Ultimate Armor.

MORTAL KOMBAT: SPECIAL FORCES

Cheat Mode

At the main menu, select "Options," then "Game Settings." Next, press **Left, Right, L1, L2, R1, R2, □, ○**. After entering the code correctly, a new menu item called "Cheats" will appear on the screen. Set it to "on" to start a game with maximum experience points plus a ton of weapons and ammo.

MORTAL KOMBAT TRILOGY

Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, you'll hear a signal to confirm. Now choose your fighter, before the match begins, a menu will appear that allows you to choose which arena you went to start in.

Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold **Run + Block + High Punch + High Kick** and point the D-pad **Away** from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold **L1 + L2 + R1 + R2 + Up**. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "?" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and more.

THE MUMMY

Secret Bonus Codes

At any time during gameplay, press **START** to enter the pause menu, then choose "Quit Game" and select "Yes." Next, select "Replay Level," then "Bonus Game Modes" at the following screen. Finally, select "Enter Code" and enter any of the following codes:

△, ✕, △, ○, □, △, ○, ✕—Unlock bonus level

○, □, ○, ✕, ✕, △, △, □—All weapons available

✕, △, ✕, □, ○, △, □, △—Unlimited ammo

○, ○, △, ○, ✕, □, □, ✕—Infinite lives

MUPPET MONSTER ADVENTURE

Secret Codes

Enter any of the following codes at the main menu. You'll hear a special sound effect after entering a correct code.

Unlock all levels—**Up, Up, □, Down, Down, ○, Left, □, Right, ○**

Invincibility—**L2, R2, R1, L1, R2, L2, R2, R1, L1, R2**

Start with chicken weapon—□, □, ○, □, ○, ○, □, □, ○, □

MUPPET RACE MANIA

Secret Codes

Enter any of the following codes at the title screen, while "Press Start" flashes at the bottom of the screen. You'll hear a special sound effect and words will appear at the top of the screen after entering a correct code.

Unlock Fraggle Rock—✕, □, ✕, □, ✕, □, △, ○, ✕, □

Unlock end courses—○, △, □, △, ✕, △, □, ○, △, ✕

Unlock Arches—□, ○, ✕, ○, □, △, ○, ✕, ○, △

Unlock Studio—□, □, ○, ○, ✕, ○, △, ○, △, □

Unlock all Muppets and vehicles—△, ○, △, □, △, ✕, △, △, ✕, ○

N2O NITROUS OXIDE

Cheat Codes

Choose "Game Options" from the main menu, then select the "Enter Code" option and enter any of the following cheats:

✕✕□✕✕✕△△—Infinite Firewalls

□✕○□✕□○□—Infinite weapons

○✕✕△□△□□○—Infinite lives

□△○△✕△□✕—Access any level

□□□△○△□□—Bonus level access

✕✕✕□△○✕△—Enable fifth ship (Speedcore)

○✕□△△○△○—Activate "water" effect

□△✕△○□△✕—Bonuses don't reset when you die

NASCAR 2001

Secret Codes

Unlock alternate John Andretti Car—**Hold R1** and press □, △, □, △

Unlock KC Monoxide (#101)—**Hold L2** and press □, ○, **✕, Down, Up, Right, Left**

Unlock 'Shorty' Leung (#100)—**Hold R2** and press □, ○, **✕, Up, Down, Left, Right**

Unlock Jocko Michaels (#167)—**Hold L1** and press □, △, □, ○, □, ✕

Unlock Asher Boldt (#153)—Hold **L2** and press □, ○, △, ✕

Unlock Proving Grounds Track—**Hold R1** and press **Left, ○, Up, Down, Right, Right, Right**

Unlock Treasure Island Track—Hold **L2** and press □, ○, □, **Up, Up, Down, Up, Left, Right, ✕**

NASCAR RUMBLE

All Tracks & More Cars

From the main menu, select "Game Options," then move the cursor to "Load and Save" and select the "Password" item. Enter the password "C 9 P S A U 8 N A A" to unlock lots of cars and every track.

NGEN RACING

Cheats

Enter any of these codes at the "Main Hangar" screen. You'll see the effects take place immediately after entering a correct code.

400,000,000 credits—**R2, L2, R2, L1, R2, R1, R2, L1**

1st place in all races—**R1, L1, R1, R2, L2, R2, L2, L1**

Obtain all secret jets—**R1, R2, L1, L2, L2, L1, R2, R1**

NHL ROCK THE RINK

Secret Codes

After starting a new game, select "New User," then enter any of the items below as your name. You can toggle the unlocked cheats on and off at the "Rewards" screen under the main menu.

Unlock NHL teams—BAILEY

Unlock sound effects—NO CHANCE

Unlock boards—POWER SLAM

NIGHTMARE CREATURES

Cheat Password

Choose "Enter Password" from the main menu and enter the following code: ← ↑ △ ↓ ○ △ □ ↓. Next, choose "Start Game", a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues, you can also choose to play as a monster or start on any level.

NIGHTMARE CREATURES II

Stage Select

At the main menu, hold **R2 + L1** + ○ + □ and press **SELECT**. If you entered the code correctly, text will appear in the upper left corner. Move the cursor to "New Game," then press **Right** to cycle through the different stages. Press ✕ to start the game at the stage indicated.

Cheats Menu

At any time during gameplay, press **START** to pause, then hold **R2 + L1** + ○ + □ and press **SELECT**. If you entered the code correctly, the Cheats menu will immediately appear.

NO ONE CAN STOP MR. DOMINO

Secret Characters

To unlock Bruce as a playable character, just beat the game with either Mr. or Miss Domino. To unlock Pierre, you must achieve a score that the game considers to be "the best in the county" in all six stages.

Stage 1: Phat Tony's Casino—3,000 points or more

Stage 2: Shop 'til You drop—6,000 points or more

Stage 3: Grandpa's in The House—4,000 points or more

Stage 4: Tripping in The Perk—5,000 points or more

Stage 5: Fun Park Massive—8,000 points or more

Stage 6: No one can stop Mr. Domino—5,000 points or more

To unlock the alien domino named D▲M●?O, you must achieve a score that the game considers to be "the best in the U.S." in all six stages.

Stage 1: Phat Tony's Casino—8,000 points or more

Stage 2: Shop 'til You drop—12,000 points or more

Stage 3: Grandpe's In The House—8,000 points or more

Stage 4: Tripping in The Park—9,000 points or more

Stage 5: Fun Park Massive—28,000 points or more

Stage 6: No one can stop Mr. Domino—10,000 points or more

NUCLEAR STRIKE

Stage Passwords

Level 1: Delta—**J U N G L E W A R**

Level 2: Island—**C U T T H R O A T S**

Level 3: Peace 1—**C O U N T D O W N**

Level 4: Peace 2—**P L U T O N I U M**

Level 5: DMZ—**P U S A N**

Level 6: Fortress—**A R M A G E D D O N**

Bonus Level: Lightning—**L I G H T N I N G**

O.D.T.

Cheat Codes

Each of these codes can be entered while the game is paused.

50 lives—△, **Up**, ○, **Right, SELECT**, □

Refill energy—**Left, Right, Left, Right**, □

Refill ammo—**Left, Right, Up, Down**, ○, □

Refill mana—**Left, Right, Left, Right**, ○

Weapon powerup—**R1, L1, R2, L2, Left, Right, Up, Down**

Raise abilities by 10%—□, ○, △, **SELECT, Left**

Fill experience gauge—○, △, **L1, L2, R1, SELECT**

Raise each spell 1 level—**Down**, △, **SELECT, L1, R1, SELECT**

Toggle monsters' energy bars—△, □, ○, △, ○

ODDWORLD: ABE'S ODDYSEE

Level and Movie Select

Enter these codes at the main menu.

- Level Select—Hold **R1** and press **Down, Right, Left, Right**, □, ○, □, △, ○, □, **Right, Left**.
- Movie Select—Hold **R1** and press **Up, Left, Right**, □, ○, △, □, **Right, Left, Up, Right.**
- Green Farts—Hold **R1** and press **Up, Left, Right**, □, ○, ✕. Now every time you fart using Gamespeak, you'll see green gas.

ODDWORLD: ABE'S EXODDUS

Checkpoint Skip

At any point in the game, hold **R1** and press ○, ○, ✕, ✕, □, □. You will skip to the next Checkpoint. Note that you will skip all the Mudokons in between and they will be considered "dead."

Stage Select

At the main menu, hold the **R1** button and press **Down, Up, Left, Right**, △, □, ○, △, □, ○, **Down, Up, Left, Right.**

Video Scene Select

At the main menu, hold the **R1** button and press **Up, Down, Left, Right**, □, ○, △, ○, □, ○, **Up, Down, Left, Right.**

OGRE BATTLE

Secret Level

Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."

Sound Test

Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

PANDEMONIUM 2

Cheat Passwords

All Levels Access—GETACCESS

31 Lives—IMMORTAL

Invincibility—NEVERDIE

Mutant Mode—GENETICS
Permanent Weapon—MAKMYDAY
Access to Bonus Levels—SKATBORD
Full Health—HORMONES
Camera Roll—GONAHURL
Regenerating Monsters—JUSTKIDN
Strange Textures—ACIDDUDE

PITFALL 3D: BEYOND THE JUNGLE

Cheat Passwords
99 Lives—STEVECRANEME
See All Movies—PLAYMOVIES
See All Comics—PITFALLCOMIC
Disable Witty Banter—STOPTALKING
Get an extra 10 lives in the next game—GIVEMELIFE
Access Original *Pitfall!*—CRANESBABY

POOL HUSTLER

Secret Game Mode
At the title screen—while the words "Press Start" are flashing—press **Up, Up, Down, Down,** △, △, X, X, **Left, Right,** □, O, you'll hear a signal to confirm. You'll find a new option called "Bowlliards" at the main menu, it's a billiards game that's scored like bowling.

POWER MOVE PRO WRESTLING

Hidden Character Sparrow
At the title screen, press O, **Right,** △, Up, □, **Left,** X, **Down,** X, **Down,** □, **Left,** △, **Up,** O, **Right, SELECT,** you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press **SELECT** to find Sparrow.
Hidden Character Gorgon
At the title screen, press **L1, L1, L2, R2, R2 R1,** △, **Down,** X, **Up, SELECT,** you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press **SELECT** to find Gorgon.
Hidden Character Sallie
At the title screen, press **Up, Down, Left, Right,** △, X, □, O, **L1, R1, L2, R2, SELECT,** you'll hear a bell. Now start the game. At the character-select screen, highlight El Temblor and press **SELECT** to find Sallie.

POWER RANGERS LIGHTSPEED RESCUE

Secret Codes
From the main menu, select "Codes," then select "Enter Code." Next, enter any of these codes to unlock the corresponding effects.
O M E G A—Level skip
U L T I M A T E—Titanium Ranger
F O R E V E R—Continues
S H O W C A S E—All galleries open
I M M O R T A L—Infinite Lives
D 4 B 7 E 1 O 9 G 7—Infinite Health
N 7 F 6 U 2 A 5 A 1—Infinite RPE

PROJECT: OVERKILL

Secret Cheats
Note: To enter a cheat code, press **START** to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.
• **"Cloak"** Stealth Mode—Hold △, tap □, O, O, □, release △, hold X, tap △, △, release X
• Extra Speed—Hold **Up,** tap △, △, △, release **Up,** hold **Down,** tap X, □, O, release **Down**
• Shield—Hold **Right,** tap O, □, △, release **Right,** hold **Left,** tap □, O, X, release **Left.**
• Refill Health—Hold □, tap O, X, △, release □, hold O, tap □, X, △, release O
• Refill Ammo—Hold O, tap □, release O, hold △, tap X, release △, hold O, tap X, release O, hold X, tap □, release X
• Skip to end of current level—Tap X, **Up, Down, Up,** hold □, tap O, release □, hold X, tap △, release X.

PSYBADEK

Cheat Passwords
G O A N Y W H E R E—Enable level select
G R E A S E D D E K—Slippery board
J E L L Y J E L L Y—Jelly mode
T O P S Y T U R V Y—Upside down mode
W A L K O N M O O N—Low gravity
D O N D A C H A O S—Invincibility
D O N T D I O N M E—Nine lives
I N L I L L I P U T—Big characters
S I Z O F A N A N T—Small characters
D E K P O W E R U P—Faster Dek

R/C STUNT COPTER

Cheat Codes
Enter these codes at the main menu screen. After entering each code, you'll hear a voice say "Cheaters never prosper" and the name of the code will scroll up from the bottom of the screen. While entering the code you may advance to different screens, but in each case the code will still work.
Down, Up, Left, Right, △, X, □, O—All Gold in training levels
Down, Up, Right, Left, △, X, □, O—Unlock all levels
Up Down, Left, Left, X, □, O, △—Unlock movie (selectable from the Options menu)

R•TYPE DELTA

Invincibility
At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2.** You'll hear a special sound effect after entering the code correctly. When you unpause the game, your ship will be invincible.

R•TYPES

Invincibility
At any time during gameplay, press **START** to pause the game. Next, hold **L2** and press **Right, Right, Left, Right, Left, Left, Right, Left, R2, Up, Up, Down, Down, Up, Down, Up, Down, R2.** You'll hear a special sound effect after entering the code correctly. When you unpause, your ship will be invincible.
Increase Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** O
Decrease Speed
Pause the game, hold **L2** and press **Right, Up, Right, Up, Down, Left, Down, Left,** X
Use Any Weapon
Pause the game, hold **L2** and press **Right, Up, Left, Right, Down, Left, Up, Right** and either △, □, X, or O to equip yourself with a different weapon.
Level Select
Highlight either *R•Type* or *R•Type II* at the title screen, quickly press **L2** ten times, then **R2** ten times; you'll hear a sound to confirm. Now start the game and press **START** to pause, you can choose any stage with the stage-select option at the pause menu.

RAMPAGE THROUGH TIME

Secret Passwords
From the main menu, select "Password," then enter any of the passwords below. Upon entering a correct code you'll immediately return to the main menu.
1 2 3 4 5—Unlock "Cheat" menu within "Options"
J O M 3 L—Unlock Neo Techno, Jurassic and Scumlebs stages in Challenge mode
J O S H S—Power Meter always full

RAYSTORM

Free Play Mode
When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down,** then **Up** four times, then **START,** you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option, turn it off to get infinite credits.

RAZOR FREESTYLE SCOOTER

Unlock Everything
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right.** A special message will appear at the top of the screen after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

ROGUE TRIP: VACATION 2012

Passwords
Access the password entry screen from the options menu and enter any of the following codes to unlock special features:
Enable Goliath—△, **L1, R1,** X, **L2, L2**
Enable Nightshade—**R1, R2, L1, L1,** X, O
Enable Helicopter—**L1,** △, **R2,** △, △, **R1**
Enable Alien Saucer—**R1,** □, X, □, **L2,** O
Access "Funtopia" stage (Challenge mode only)—X, O, **L2,** X, □, **L1**
Access "The Gulch" stage (Challenge mode only)—X, □, O, **L1, L2,** □
Battle Boss 1 (Challenge mode only)—O, **R2, R1,** □, **L1, R2**
Battle Boss 2 (Challenge mode only)—O, O, **L2, L1,** △, △
Infinite Jump—O, □, **R2,** X, △, **R2**
Infinite Turbo—□, X, O, △, **R1 R2**
Double Pickups—**L1, L2,** O, **L1, R1,** □
Increased Armor—**R1,** △, **R1,** △, **L1,** □
See *Duke Nukem Time to Kill* movie—□, □, O, O, △, △

Play as Big Daddy
From the main menu, select "Options." Then, select "Password." Enter △, □, **R2,** X, △, **R2.** Big Daddy will only be selectable if you play Challenge mode in the Nuke York stage.

RUSHDOWN

Unlock All Tracks
At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right,** △, O, △, O. Now all of the tracks will be available when you select Arcade Mode.

SAN FRANCISCO RUSH

Secret Vehicles
Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:
• Hold △ to race in a UFO
• Hold **L1** to race in a pick-up truck
• Hold **R1** to race in a British sportster
When the race starts, you'll be driving the vehicle you chose.

THE SIMPSONS WRESTLING

Secret Codes
Each of the following codes can be entered at the title screen (while the words "PRESS START" are flashing). You can also enter the codes at the "Paused" menu during gameplay. A message will appear at the top of the screen to confirm each code. To reverse the effects of a code, just enter the same code again.
O, **Up, Up,** Down, **Down, Left, Right, Left, Right**—Unlocks the "Bonus Match Up" option at the main menu, from here you can start a match with nearly any character in any stage.
O, **Left, Up,** Left, **Down, R1**—Unlock Bumblebee Man
O, **Left, Up, Left, Down, L1**—Unlock Moe Szyslak
O, **Left, Up, Left, Down, R2**—Unlock Professor Frink
O, **Left, Up, Left, Down, L2**—Unlock Ned Flanders
O, **R1, R1, R1, Down, Up**—Infinite energy
O, **R1, R1, R1, Right, Left**—If your Health reaches zero, you automatically lose
O, **R1, R1, R1, Up, Down**—Activates Multi-Rope Attack
Up, Up, Down, Down, Left, Right, Left, Right, O, **L2,** O, **R2,** O, **L1,** O, **R1**—Activates Mirror Matches
O, **L1, L1, L1, Up, Down**—Activates big heads
O, **L1, L1, L1, Left, Right**—Activates 'Flat Land,' which flattens all the characters in the game
O, **Right, Up, Right, Down**—Black outlines in the characters are not drawn
O, **L1,** O, **L1,** O, **R1,** O, **R1**—Activates a funnier version of the credits sequence (choose "Credits" at the Options menu) which is usually only accessible after completing all three circuits
O, **L1,** O, **R1,** O, **L2,** O, **R2**—Activates "Big Ape Mode," which gives all of the charecters huge arms.
O, **R2, R1,** O, **R2, R1**—With this code in place, you'll fight in a special "Big Ape" arene that shows a picture of the game's creators (drawn as Simpsons characters) on the mat. If you enter the code at the "Paused" menu during a game, you must quit and start a new match to fight in the secret arena.

SMALL SOLDIERS

Cheat Passwords
O, O, △, △, O, X, □, X—Invincibility
△, △, O, O, O, X, □, X—All Weapons

THE SMURFS

Level Select
From the main menu, select "New Game," then select "It's No Picnic." At the Choose Level screen that appears next, press **L1, Up, Up, Down, Up, Left, Left, Up, R2.** You'll hear a special sound effect if you've input it correctly and you'll be able to select any level.

SPEC OPS: RANGER ELITE

Invulnerability
At the main menu, select "One Player Game." Next, enter R O C K S T A R as your name at the following screen. When you begin the mission, press **START** to enter the pause menu. A new menu item, "Invulnerable" may now be toggled on and off.

SPEED RACER

Access All Cars
At the car-select screen, hold **L1 + L2 + R1 + R2 + SELECT + Down** and press △, now all of the cars in the game will be available.

Extra Camera Views
During a race, press **START,** while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views, you'll find two new long-distance settings.
Change the Time of Day
At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:
• Hold **L1 + L2** to race in bright daylight
• Hold **R1 + R2** to race at night
• Hold **L1 + L2 + R1 + R2** to race at twilight

SPICE WORLD

Giant Spice
At the menu screen where your character walks across the globe, hold the **START** button and press O, □, O, □.
Hidden Messages
Also at the "globe" menu, hold the **START** button and press O, △, △, O. You'll see the code on the screen to confirm. Now hold **START + SELECT** and press O, O, O, O to see a hidden message. You can also try △, △, △, △ or □, □, □, □, repeat each code to turn the corresponding message off.
Hendbag Code
At the globe menu, hold the **START** button and press □, △, O, △. With that code on the screen, enter the television studio with your "ect" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.
Naked Spice Code
At the globe menu, hold the **START** button and press O, △, △, O. Next, press **L1 + L2 + R1 + R2 + START + SELECT** simultaneously to reset the game. **You'll get** an alternate title screen that shows the Spice Girls...naked?

SPIDER: THE VIDEO GAME

Cheat Codes
Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:
• Refill Energy + Weapon Power-Up—Press △, X, X, X, O, X, □, △, X, △, O. Repeat whenever necessary.
• Change into a Flea—Press △, □, O, △. Repeat the same code to change back into the spider.

SPIDER-MAN

Cheats
From the main menu, select "Special," then select "Cheats." At this screen, you may enter any of the cheats below. Note the spaces in some of them. After entering a correct code, you'll hear a special sound effect, plus a short description of the code will appear on the screen.
Level select—XCLSIOR
All 32 comic covers—CMC BUFF
Movie viewer—WATCH EM
Character viewer—CVIEW EM
What If contest—GBHSRSPM
Big head—DULUX
Joel Jewett as J Jonah Jameson—RULUR
Invulnerable—RUSTCRST
Infinite webbing—STRUDL
Unlock almost everything—EEL NATS

SPIDER-MAN 2: ENTER ELECTRO

Cheat Codes
From the main menu, select "Special," then select "Cheats" and enter any of the following codes. After entering each one correctly, Stan Lee will exclaim, "Excelsior!"
A U N T M A Y—Unlock Level Select, all costumes, all Gallery items and all Training items
A L I E N—Big head
S T A C E Y D—Big feet
V V I S I O N S—"What If" Mode
V V H I S C R S—Inserts programmer's high scores into Records
D R I L H E R E—Display debug information during gameplay

SPYRO THE DRAGON

99 Lives
At any time during the game, press **SELECT,** □, □, □, □, □, O, **Up,** O, **Left,** O, **Right,** O, **START.**

SPYRO 2: RIPTO'S RAGE!

Cheat Codes
At any time during gameplay, press **START** to pause the game, then enter any of the codes below. You'll hear a special sound effect after entering a correct code. Each codes effects will take place as soon as you unpause the game, except for the "View credits" code, which will take effect immediately.
Learn all abilities—O, O, O, O, □

Big head mode—**Up, Up, Up, Up, R1, R1, R1, R1,** ○
Parappa mode—**Left, Right, Left, Right, L2, R2, L2, R2,** □
View credits—□, ○, □, ○, □, ○, **Left, Right, Left, Right, Left, Right**
Find Gems
At any time during gameplay, press **L1 + R1 + R2**. Sparx will point in the direction of the nearest gem for as long as you hold these buttons down.
Change Spyro's Color
At any time during gameplay, press **START** to pause the game, then press **Up, Right, Down, Left, Up,** □, **R1, R2, L1, L2, Up, Left, Down, Right, Up**. You'll hear a special sound effect after inputting it correctly. Then, press any of the buttons below to change Spyro to the corresponding color. The code's effects will take place as soon as you un-pause the game.
Red—○
Blue—×
Pink—□
Green—△
Light—Up
Dark—**Down**

SPYRO: YEAR OF THE DRAGON

Secret Codes
At any time during gameplay, press **START** to pause the game, then enter any of the following codes. You'll hear a special sound effect after entering a correct code, note that you may also hear other sound effects while entering a code.
Big head Spyro—**Up, R1, Up R1,** Up, **R1,** ○, ○, ○, ○
Flat Spyro—**Left, Right, Left, Right, L1, R1, L1, R1,** □, ○
Dark Spyro—**Up, Left, Down, Right,** Up, □, **R1, R2, L1, L2, Up, Right, Down, Left,** Up, **Down**
Light Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2,** Up, **Right, Down, Left,** Up, **Up**
Blue Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left,** Up, ×
Green Spyro—**Up, Left, Down, Right, Up,** □, **R1, R2, L1, L2,** Up, **Right, Down, Left,** Up, △
Magenta Spyro—**Up, Left, Down, Right,** Up, □, **R1, R2, L1, L2, Up, Right, Down, Left, Up,** □
Red Spyro—**Up, Left, Down Right, Up,** □, **R1, R2, L1, L2, Up, Right, Down, Left,** Up, ○

STAR TREK: INVASION

Watch Credits Movie
At any "Mission Briefing" screen, press **Left, Right, Up, Down** five times and the credits movie will immediately appear.
Unlock Everything
At the "Stellar Cartography" screen, press **Up, Left, Down, Right, Up, Right, Down, Left, Up, L1 + R1, L2 + R2**. Each of the last two combinations of buttons must be pressed precisely at the same moment or the code won't work. The screen will flash white and the words "Cheats On" will appear after entering the code correctly.

STAR WARS: DEMOLITION

Secret Passcodes
At the main menu, select "Options," then select "Preferences." Next, press **R1 + L1** and a passcode entry interface will appear. Now you can enter any of the items below. For the first code, you won't receive any special confirmation after entering it, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
Unlock characters—WATTO_SHOP
Watch some movies—SAD_MOVIES
Watch more movies—MOVIE_SHOW

STAR WARS EPISODE I THE PHANTOM MENACE

Debug Menu
At the main menu, move the cursor to "Options" and press △, ○, **Left, L1, R2,** □, ○, **Left**. You'll hear a special sound effect if the code was entered correctly. To access the Debug Menu, hold **L1 + SELECT** and press △.

STREET FIGHTER ALPHA 2

Play as "Classic" Chun Li
At the character-select screen with the "short cut" turned off, highlight Chun-Li, hold the **SELECT** button for at least three seconds, then press any button to choose her before releasing **SELECT**. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*, now her fireball is a "charged" move.
Play as "Shin" (True) Akuma
At the charecter select screen with the "short-cut" turned off, highlight Akuma, hold the **SELECT** button for one second, releese it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold **SELECT** for one second, then press an action button to choose Akuma before releasing **SELECT**. The D-pad directions for the above pattern is as follows: Start at Akuma, then **Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.**
Fight Against "Shin" (True) Akuma
Start a game in Arcade mode by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.
Mid Level Bosses
Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

STREET FIGHTER ALPHA 3

Dhalsim's Wife
Choose Dhalsim as your character. During the loading screen, just before the first round, hold □ + **R2**. Dhalsim's wife will appear and cheer you on through the whole match on any stage. The same button combination applies even if the button configuration is remapped.
Unlock Guile
Select any character in World Tour mode. When you have cleared 19 courses and reached level 27, clear the USA course and Guile will be your final boss. If you defeat him, Guile will be selectable in any mode. Guile will also be unlocked automatically after 96 hours of gameplay.
Unlock Evil Ryu
After you defeat Guile, another level will open. Defeat all of the characters in this new level and the final boss will be Evil Ryu. If you defeat him, Evil Ryu will be selectable in any mode.
Unlock Shin Akuma
After you defeat Evil Ryu, yet another level will open. Defeat all of the characters in this level and the final boss will be Shin Akuma. If you defeat him, you will be able to choose Shin Akuma by highlighting Akuma at the character select screen and pressing **L2**.
Unlock Arcade Balrog
Clear the USA course in World Tour Mode, or play the game for eight hours. Once you've achieved either goal, you will be able to choose Arcade Balrog by highlighting Balrog at the character select screen and pressing **L2**.
Unlock Team Battle Mode
Clear the China course in World Tour Mode, or play the game for 16 hours.
Unlock Survival Mode
Clear the Point 48106 course in World Tour Mode, or play the game for 24 hours.
Unlock Dramatic Battle and Final Battle
Clear Arcade mode on the hardest difficulty level.

STREET FIGHTER COLLECTION

Super Street Fighter II Turbo: Play as Akuma
At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three **PUNCH** buttons and the **START** button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.
Super Street Fighter II Turbo: Play Against Akuma
Play a one-player game in Arcade Mode at any difficulty level without losing a single match, you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you, now you must fight Akuma instead.
Super Street Fighter II Turbo: Remove Super Meter
At the character select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map.
For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press **Left** and **Right** repeatedly on the D-pad while repeatedly tapping □
For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press **Up** and **Down** repeatedly on the D-pad while repeatedly tapping □
If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.
Street Fighter Alpha 2 Gold: Play as Cammy
To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M", now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the **START** button twice.
Street Fighter Alpha 2 Gold: Alternate Characters
• To play as special versions of certain characters with no "Super" meters, simply press **START** while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.
• If you press **START** twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.
• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press **START** five times.

STREET FIGHTER EX PLUS ALPHA

Hidden Characters
At the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Right, Down, Right, SELECT**. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.
Hidden Bonus Game
Again, in the Mode Select Screen, highlight "Practice" and press **SELECT, Up, Up, Right, Up, Right, Up, SELECT**. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

STREET FIGHTER EX2 PLUS

Unlock All Hidden Characters
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, Up, SELECT, SELECT, SELECT, SELECT, Up, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT**. A message will immediately appear after entering it correctly.
Unlock All Bonus Games
At the "Mode Select" screen, move the cursor to "Bonus Game," then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, Up, SELECT, Right, SELECT, SELECT**. A message will immediately appear after entering it correctly.
Unlock Maniac Mode
At the "Mode Select" screen, move the cursor to "Practice" then press **SELECT, SELECT, SELECT, SELECT, SELECT, Left, SELECT, SELECT, SELECT, SELECT, SELECT, SELECT, Down, SELECT, SELECT, SELECT, Down, SELECT, Right, SELECT, Down, SELECT, SELECT, SELECT, SELECT**. Maniac Mode will appear under Practice Mode/Trial Mode. A message will immediately appear after entering it correctly.
Unlock Sample Data
At the "Mode Select" screen, move the cursor to "Practice," then press **SELECT, Down, SELECT, Left, SELECT, Up, SELECT, Up, SELECT, Right, SELECT, Up, SELECT, Left, SELECT, Up, SELECT, Right, SELECT**. The "Sample" option will appear in the pause screen only in Maniac Mode. A message will immediately appear after entering it correctly.

STREET FIGHTER: THE MOVIE

Play as Akuma
This cheat works in all modes except the "Movie Battle". To do it, you must press **Up, R1, Down, L2, Right, L1, Left, R2** as fast as humanly possible at the character select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

STREET SK8ER

Secret Codes
Enter the following codes at the main menu. You'll hear a voice say "Yeah!" each time you enter a code correctly.
Right, ○, □, **Left,** □, ○, **R1, L1**—Unlock courses
Right, Right, R1, R2, Left, Left, L1, L2—Unlock all boards
Left, Left, □, **Right, Right,** ○, **R1, R1**—Unlock Sarah
Left, Right, ○, □, **R2, L1, L2, R1**—Unlock Mick
Right, ○, **Left, Left,** ○, ○, □, □—Unlock Bonobo

STREET SK8ER 2

Secret Codes
Enter the following codes at the title screen. You'll hear a special sound effect after entering a correct code.
Unlock all skaters—**Left, Left,** ○, ○, **L2,** □, **Right, R2**
Unlock all boards—○, ○, □, ○, □, □, ○, **R1**
Unlock all courses—**Left, Right, Left, Right,** ○, ○, **R1,** □
Max Trick Level and Skill Points—**L1,** □, **Left, Left, R2, Left, R1, Left**
Unlock "Movie" item in main menu—**R2, R2, L1, L2, L1, R1, R1, R1**
Alternate Clothes
Hold **L1, L2, R1** as you select a character at the "Skater Select" screen.

SUPERCROSS CIRCUIT

Secret Codes
From the main menu, select "Arcade," then select "Bonus Items." Next, press □ to enter any of the codes below.
Big helmets—BIG_HELMETS
Headless riders—SLEEPYHOLLOW
Invisible bikes—FLOATING

T'AI FU: WRATH OF THE TIGER

In-Game Cheats
At any time during gameplay—not while paused—press **R2,** △, **R2,** △, ○, ×, □ to enable cheats, once you've received a confirming message, you can enter any of the following codes for different effects:
• Refill Chi—**R2,** △, **R2,** △, **Left, Right,** □
• Refill health—**R2,** △, **R2,** △, **Left, Right,** ○
• Nine lives—**R2,** △, **R2,** △, **Left, Right,** ×
• Temporary invincibility—**R2,** △, **R2,** △, **Left, Right, R2**
• All Fighting Styles—**R2,** △, **R2, Left, Right,** △

TARZAN

Stage Select
At the main menu, press **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down**. A new menu item, "Cheats" will appear. After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages.
In-Game Cheat Menu
To access a second cheat menu, enter the code above. Before you enter the "Cheats" menu, press **L1, R1, L1, R1, L1, R1, L1, R1, L2, R2**. You'll hear a special sound effect after inputting it correctly. When you press **START** to pause during gameplay, a new menu item, "Cheat Menu" will appear.

TENCHU: STEALTH ASSASSINS

Restore Health
Press **START** during the game to pause, then press **Left, Left, Down, Down,** □, □, △, □ to refill your energy.
Increase Item Capacity to 99
At the item select screen, hold **L1** and press **Left, Left, Down, Down,** □, □, △, □.
Unlock All Secret Ninja Tools
At the item select screen, hold **R1** and press **Left, Left, Down, Down,** □, □, △, ○
Increase Item Inventory
At the item select screen, hold **L2** and press **Left, Left, Down, Down,** □, □, △, ×
Ayame's Sexy Armor
At the item select screen, press **Left, Left, Down, Down,** □, □, △, ○
Enable Japanese Voice-Over
At the "Select Stage" screen, hold **L1** and press **Left, Left, Down, Down** □, □, △, ○
Enable Enemy Layout Selection Screen
At the "Select Stage" screen, Hold **R1** and press **Left, Left, Down, Down,** □, □, △, ×.
Debug Mode
At any time during the game, press **START** to pause, then hold **L1 + R2** and press **Up,** △, **Down,** ×, **Left,** □, **Right,** ○. Next, release **L1 + R2** and press **L1, R1, L2, R2,** then press **START** to unpause. Now you can call up a programmers debug menu at any time during the game by pressing **L2 + R2**. The debug menu

allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more

TENCHU 2: BIRTH OF THE ASSASSINS

Unlock Missions
At the "Mission" screen, hold O + □ + **SELECT** and press **Right, Right, Right, Up, Left, Down, R2**

Unlock Tatsumaru
At the "Mission" screen, hold O + □ and press **R1, R2, L2, L1, Up, Down, Left, Right,** SELECT You must press **Right** or **Left** repeatedly to scroll the selected character to Tatsumaru

Unlock Office in Mission Editor
From the main menu, select "Mission Editor." Then, select "Edit Mission " Next, at the "Edit Mission" screen, hold **L2** and press O, □, **Left, Right,** O, □. You'll hear a special sound effect if you entered the code correctly Now, when you adjust your "Mission Settings," you'll be able to select the Office location instead of the Dojo

Unlock Missions in Mission Editor
At the "Edit Mission" screen, hold O and press **Up, Up, Down, Down, Left, Right** To unlock additional missions, you may also hold O + R2 and press **Up, Down, Down, Right, Left, Left** You'll hear a special sound effect if you entered either code correctly

Unlock All Items
At the "Items" screen, press □, □, O, □, O, O, **Left, Up, Down, Right, R2, R2** All items will appear after entering the code correctly

Increase Item Count
At the "Items" screen, hold **R1** + □ and press **Right, Down, Left, Up** The inventory of each of your items will increase by 1 after entering the code correctly You may enter this code repeatedly to obtain up to 98 of every item

Complete Map
At any time during gameplay, hold **SELECT** and press O five times After entering this code correctly the entire mission's map will be revealed You'll have to repeat this code every time you look at the map

Restore Health
At any time during gameplay, press **START** to pause, then hold □ and press **Left, Right, Up, Down** When you release □ the game will unpause automatically and you'll have all your health Each time you use this code, it will count as being spotted once

TINY TANK

Level Select
From the main menu, move the cursor to "New Game," then hold down **L1 + L2 + R1 + R2 + Left** + O and press **SELECT**

TOMB RAIDER II

Exploding Lara
Using the **R1** button, walk forward, then backwards Turn completely around three times, then jump backwards Lara will explode!

All Weapons & Items
Using the **R2** button, step left, step right, then left Switch to the **R1** button and walk backwards, then forwards Turn completely around three times, then do a backwards jump and hit the Roll button (O in the default control configuration) to face the opposite direction in mid-air If you did it right, you will hear a rifle load You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares

Level Skip
Using the **R2** button, step left, step right, then left Switch to the **R1** button and walk backwards, then forwards Turn completely around three times, then do a forward jump and press the Roll button (O in the default control configuration) to face the opposite direction in mid-air Lara will freeze in mid air and you'll warp to the end of the current level

TOMB RAIDER III

Bonus Level
If you manage to find all of the 59 secrets in the game, a bonus level called All Hallows will be unlocked

Secret Room
To find a secret little room in Lara's mansion, go behind the diving board and push the button you find there A door will open up near the stairway in the main hall There's a lever Pull the lever, do a flip, hit the sprint button and head for the door across the way before it closes Inside is a collection of Lara's prizes

Cheat Codes
These codes can be entered at any time during gameplay (not while paused) You must enter them fairly quickly

• All Weapons, Items & Ammo—**L2, R2, R2, L2, L2, L2, L2, R2, L2, R2, R2, L2, R2, R2, L2, L2, R2, L2, R2, L2, R2, L2, R2, L2, R2** Lara will scream if you've entered the code correctly
• Level Skip—**L2, R2, L2, L2, R2, L2, R2, L2, R2, L2, L2, L2, L2, R2, L2, R2, R2, R2, R2, L2** Lara will say "No" if you enter the code correctly
• All Secrets—**L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, R2, L2, L2, R2, L2, L2, R2, L2, L2, L2, L2** Lara will sigh if you enter the code correctly This code gives you credit for finding all of the secrets in the current level Remember to enter this code on EVERY level if you want to access the secret All Hallows stage
• Racetrack Key (in Lara's Home)—**R2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, R2, L2, L2** Enter this code in Lara's Mansion and you'll get a key that unlocks the dune buggy track outside
• Refill Health—**R2, R2, L2, R2, L2, L2, L2, L2, L2, L2, R2, L2, L2, L2, L2, R2, L2, L2, L2, L2, L2, L2** You'll hear Lara wince when you enter this code correctly

TOMB RAIDER CHRONICLES

Get Every Item for the Current Level
At any time during gameplay, press **SELECT** to enter the sub-screen Then, hold **Down + R1 + R2 + L1 + L2** and press △ You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see new items in your inventory

Unlimited Medipacks & Ammo, Plus Revolver & LaserSight
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex-TMX. Next, hold **Up + R1 + R2 + L1 + L2** and press △ You won't receive any special confirmation for entering this code correctly, but if you look at the sub-screen again, you'll see the changes reflected in your inventory

Special Features
At any time during gameplay, press **SELECT** to enter the sub-screen, then move the cursor to the Timex TMX. Next, hold **Down + Circle + R1 + R2 + L1 + L2** and press △ You won't receive any special confirmation for entering this code correctly Next, press **START** to pause the game, then select "Quit." When you return to the title screen, you'll see a new menu item called "Special Features."

TOMB RAIDER: THE LAST REVELATION

Skip Level
At any point during a game, face exactly north (use the compass on the inventory screen to check your orientation) Then, in the inventory screen, highlight "Load," hold **L1 + L2 + R1 + R2 + Up** and press △ If the compass needle is not pointing precisely north, the code won't work

TOMORROW NEVER DIES

In-Game Codes
At any time during the game, press **START** to pause and enter any of these codes in. The game will automatically un-pause after a correct code has been entered You may re-enter the same code to turn its effects off Entering the "Debug Info" code multiple times will allow you to view different screens of debugging output
100% Health—**SELECT, SELECT,** O, O, **Up, Up, SELECT**
0% Health—**SELECT, SELECT,** O, O, **Down, Down, SELECT**
Invincible—**SELECT, SELECT,** O, O, △, △, △, △
Invulnerable to Enemy Bullets—**SELECT, SELECT,** O, O, △, SELECT
HUD Toggle—**SELECT, SELECT,** O, O, **Left, Right, SELECT**
Max. Weapons—**SELECT, SELECT,** O, O, **L1, L1, R1, R1**
Remove Floor—**SELECT, SELECT,** O, O, **SELECT, SELECT,** O, O
Complete Mission—**SELECT, SELECT,** O, O, **SELECT,** O
Debug Info—**SELECT, SELECT,** O, O, **L2, R2**
Camera Cheat—**SELECT, SELECT,** O, O, **R2, R2**
Move all objects and enemies by walking—**SELECT, SELECT,** O, O, **SELECT, SELECT,** △, △
Remove all objects except enemies—**SELECT, SELECT,** O, O, **SELECT, SELECT,** □, □
Display movement boundaries—**SELECT, SELECT,** O, O, △, △, □, □
Run faster—**SELECT, SELECT,** O, O, □, □, O, O
Main Menu Codes
Enter these cheats at the main menu You'll hear a special sound effect after entering a correct code Movies can be accessed from the "Options" screen For the "Access All Missions" code, you'll be able to select any mission even though some of them may be dimmed
Unlock All Movies—**SELECT, SELECT,** O, O, **L1, L1, L1, L1, L1, L1, L1**
Access All Missions—**SELECT, SELECT,** O, O, **L1, L1,** O, **L1, L1**

TONY HAWK'S PRO SKATER

Cheat Codes
Enter each of the following codes in the middle of a game You must press **START** to pause the game, input the code, and press **START** again to unpause After successfully inputting a code and before pressing **START** for the second time to unpause, the pause screen will shake left to right briefly You may have to quit the current game a restart a new one to see some of the codes' effects For the Unlock Levels code, you will still be able to play all the levels even though the screen will tell you they aren't unlocked
Unlock Levels, Videos, Boards, & Officer Dick—Hold **L1** and press O, **Right, Up, Down,** O, **Right, Up,** □, △
All stats at 10—Hold **L1** and press □, △, **Up, Down**
All stats at 13—Hold **L1** and press X, □, □, △, **Up, Down**
Unlock Levels—Hold **L1** and press △, **Right, Up,** □, △, **Left, Up,** □, △
Unlimited Special—Hold **L1** and press X, △, O, **Down, Up, Right**
Big Head Mode—Hold **L1** and press □, O, **Up, Left, Left**
Unlock "Skip to Restart" in pause menu—Hold **L1** and press □, O, X, **Up, Down**
Slow Motion Mode—Hold **L1** and press □, **Left, Up,** □, **Left**
Unlock Private Carrera
First, enter the Officer Dick code, or unlock him through normal means. Next, enter Career mode and choose Officer Dick as your character During gameplay, press **START** to pause the game, then hold **L1** and press △, **Up,** △, **Up,** O, **Up, Left,** △ Note that this time the screen will not shake when you correctly enter the code Next, quit career mode From the main menu, begin career mode again and select "Continue," and Private Carrera will apear in place of Officer Dick

TONY HAWK'S PRO SKATER 2

Unlock Almost Everything
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press X, X, X, □, △, **Up, Down, Left, Up,** □, △, X, △, O, X, △, O The words on the pause menu will shake after entering the code correctly Next, select "End Run," and messages will appear describing all the newly unlocked items and features This code unlocks everything in the game except the secret character Private Carrera

Unlock Private Carrera
At any time during a Career Mode game, press **START** to pause, then hold **L1** and press **Down, Up, Left, Left,** O, **Left, Up,** △, △, **Up, Right,** □, □, **Up,** X The words on the pause menu will shake after entering the code correctly Next, select "End Run" and you'll get credit for finding all of the gaps in the game, which unlocks Private Carrera as a playable character

Secret Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes
Infinite Special—Hold **L1** and press X, △, O, O, **Up, Left,** △, □
Faster gameplay—Hold **L1** and press **Down,** □, △, **Right, Up,** O, **Down,** □, △, **Right, Up,** O
Fatter player—Hold **L1** and press X, X, X X, Left, X, X, X, X, Left, X, X, X, X, Left You may enter this code multiple times to increase the effect
Thinner player—Hold **L1** and press X, X, X, X, □, X, X, X, X, □, X, X, X, X, □ You may enter this code multiple times to increase the effect
Turn blood off—Hold **L1** and press **Right, Up,** □, △ Repeat this code to turn the blood back on
All stats at 10—Hold **L1** and press X, △, O, □, △, **Up, Down**
Big head—Hold **L1** and press □, O, **Up, Left, Left,** □, **Right, Up, Left**
Extremely low gravity—Hold **L1** and press **Left, Up, Left, Up, Down, Up,** □, △, **Left, Up, Left, Up, Down, Up,** □, △
Flying skater—Hold **L1** and press **Up, Up, Up, Up,** X, □, **Up, Up, Up, Up,** X, □, **Up, Up, Up, Up**
Wireframe graphics—Hold **L1** and press **Down,** O, **Right, Up,** □, △
Unlock Neversoft Skaters
At the main menu, hold **L1** and press **Up,** □, □, △, **Right, Up,** O, △ The skateboard wheel will spin around for a moment after entering the code correctly Next, select "Create Skater" Create a new skater with any of the names below to play as that person Note the space in between first and last names!

JOEL JEWETT	CONNOR JEWETT
MICK WEST	JEREMY ANDERSEN
EDWIN FONG	JUNKI SAITA
RALPH D'AMATO	NOEL HINES
GARY JESDANUN	RYAN MCMAHON
NOLAN NELSON	JOHNNY OW
SCOTT PEASE	CHRIS RAUSCH
DARREN THORNE	JASON UYEDA
AARON CAMMARATA	

TRAP GUNNER

Secret Codes
At the title screen, enter any of the following codes to unlock different features You'll hear a sound to confirm each code
Alternate background music—O, **R2, R1,** △, X, □, **Right, L2, L1, Up, Down, Left**
Bonus Character—**L2, L1, Up, Left, Down, Right,** □, X, O, △, **R1, R2**
Alternate Costumes—**R2, R1,** △, O, X, □, **Right, Down, Left, Up, L1, L2**
Extra Level—Press **SELECT** 12 times
Change Traps—**L2, R2, L1, Rt, Up,** △, **Left, Right,** □, O, **Down,** X

TWISTED METAL

Cheat Passwords
To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu To enter a blank space in a password, just press Right on the D pad If you want to enter multiple passwords—for example, the invincibility code and the "Fight of Your Life" code—just enter one, then return to the password screen and input the other The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages, to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing Up or **Down** until you see the helicopter view
O △ □ O O—Warehouse District Warfare
X □ □ O △—Freeway Free For All
X △ □ O □—River Park Rumble
X □ △ △ △—Assault on Cyburbia
□ △ X O X—Rooftop Combat—The Final Battle
△ X O □ △—Battle with Minion
□ △ O □ □—Secret Level Fight of Your Life
△ _ □ O O—Infinite Weapons
□ △ X _ O—Invincibility
O O △ X _—Helicopter Camera Angle

TWISTED METAL 2

Cheat Codes
Each of the following codes can be entered at any time during the game (but not while paused)
Mega Machine Guns—Hold **R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Invincibility—Hold **L1 + R1**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Infinite Weapons + Turbo—Hold **L2 + R2**, press **Up, Down, Left, Right, Right, Left, Down, Up**
Note If you hold **L1 + L2 + R1 + R2** and press **Up, Down, Left, Right, Right, Left, Down, Up,** you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "invincibility" code with **L1** and **R1** held down, then enter the "God Mode" code with all four **L** and **R** buttons, you will end up with Infinite weapons and turbo but the invincibility will be turned off

Advanced Attacks
These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up, see the game's manual for more information
Napalm—**Right, Left, Up**
Freeze Burst—**Left, Right, Up**
Drop Mine—**Right, Left, Down**
Rear Attack—**Left, Right, Down**
Shield—**Up, Up, Right**
High Jump—**Up, Up, Left**
Invisibility—**Right, Down, Left, Up**
Sell Your Soul
If you're low on health, quickly press **Down, Up, Right, Left, Up, Up, Down, Down** during the game (not while paused) You'll lose your special weapons, but you'll get a health boost This only works when your Advanced Attack Energy bar is full
Minion Special
To fire Minion's special weapon—from any vehicle—hold the machine gun button (default=**R2**) and quickly press **Up, Down, Up, Up** This only works when your Advanced Attack Energy bar is full

Secret Vehicles
At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones.
Sweet Tooth—**Up, L1, △, Right**
Minion—**L1, Up, Down, Left**
Secret Stages
At the "Choose Battleground" screen in two-player mode, enter one of the following codes. You'll immediately advance to the car select menu, when the battle starts, you'll be playing in the secret stage you chose.
"Assault on Cyburbia" stage from *Twisted Metal*—**Down, Up, L1, R1**
"Rooftop Combat" stage from *Twisted Metal*—**Down, Left, R1, Down**
"Suicide Swamp" stage from *Jet Moto*—**Up, Down, Right, R1**

TWISTED METAL III

God Mode
At any time during gameplay (not while paused), quickly press **Up, Down, Up**, Up, ○, **Right**, △, □, **Up, Down, L2**
Temporary Invisibility
At any time during gameplay (not while paused), quickly press **Up, Down, Left, Right.**
Cheat Passwords
L1, L1, R1, R1, R1—Infinite Special Weapons
↑, ↑, ↑, ←, ←—Access Warehouse level in Deathmatch mode
○, ○, **L1, L1, START**—Play as Sweet Tooth in Tournament mode
→, →, →, ←, ←—Play as Sweet Tooth in Deathmatch mode
↑, START, ↓, L1, □—Play as Minion in Tournament mode
←, ←, ←, →, →—Play as Minion in Deathmatch mode

TWISTED METAL 4

Secret Passwords
From the main menu, select "Options," then select "Password." Enter any of the passwords below at the screen that appears. You'll hear a laughing sound effect after entering a correct code.
God Mode—**Down, Left, L1, Left, Right**
Unlock Minion—△, **L1, L1, Left, Up**
Unlock Sweet Tooth—**START, R1, Right, Right, Left**
Unlock Crusher—**Down R1, Right, R1, L1**
Unlock Moon Buggy—**START**, △, **Right, L1, START**
Unlock RC Car—**Up, Down Left, START Right**
Unlock Super Auger—**Left**, ○ △, **Right, Down**
Unlock Super Axel—**Up, Right, Down Up L1**
Unlock Super Thumper—○, △, **START**, ○, **Left**
Unlock Super Slamm—**Right, L1, START**, ○ **START**
All items are Napalms—**Right, Left, R1, Right**, ○
Unlimited special weapons—△, **L1, Down**, △, **Up**
CPU attacks only you—**Right**, △, **Right**, △, **L1**

ULTIMATE FIGHTING CHAMPIONSHIP

Secret Characters
From the main menu, select "CREATE FIGHTER." Next, select "Create a new fighter" and input any name for your new fighter. You can enter any values for the various parameters except for "Home Town," where you should enter one of the names below. Continue to select "OK" for all prompts until one appears that says "Save this character?" Select "NO." Finally, another prompt will appear that says "Are you sure you want to end this mode?" Select "OK." You won't get any special confirmation, but the corresponding hidden fighter will appear in the bottom two rows of the character selection screen when you start another game.
O C T A G O N—Unlock Ulti Man
C I R C L E—Unlock Sumo Wrestler
S T R E E T—Unlock Street Fighter
M A T—Unlock Amateur Wrestler
More Secret Characters
To unlock these secret characters, follow the same directions as above, but input the names under "First Name" instead of "Home Town."
B i g J o h n—Unlock John McCarthy
S m i l e—Unlock Card Girl
M a s k—Unlock Pro Wrestler
S a s u k e—Unlock Ninja Fighter
K u n g - F u—Unlock Kung-Fu Fighter
C h o p—Unlock Karate Fighter
P u n c h—Unlock Freestyle Boxer

URBAN CHAOS

Unlock All Levels
At the main menu, make sure the cursor is not on "Options," then hold **R1 + L1 + SELECT** and press **START**. You'll hear a special sound effect and the words "All Levels Cheat Enabled" will appear at the bottom of the screen if you entered the code correctly.
Extra Weapons
At any time during gameplay, hold down □ + ○ + △ + ✕ and press **Right**. Each time you do this, weapons will appear around you to pick up.

V-RALLY 2: NEED FOR SPEED

Unlock Everything
From the main menu, select "Game Options." Next, select "Game Progression." Then, press **L1, R1, Left, Right, Left, Right, Up, Down, Up, Down**, ✕, ✕ + **SELECT**. You'll hear a buzzer sound effect if you input the code correctly. Now you'll be able to unlock any part of the game shown on this screen by pressing ✕ at the corresponding box.

VIGILANTE 8

Cheat Passwords
Choose "Options" from the main menu, then select "Game Status," press ○ to call up the passcode menu, then enter any of the following cheat codes.
W M N N W L H T S C U C L H—Unlock all secret characters and levels
I _ W I L L _ N O T _ D I E—Invincibility
H A R D E S T _ O F _ A L L—More difficult enemies
D E A D L Y _ M I S S I L E—Enemies start with secondary weapons

VIGILANTE 8: 2ND OFFENSE

Secret Codes
From the main menu, enter the "Options" menu, then select "Game Status" and move the cursor to one of the pictures of the game's characters. Press **L1 + R1** at the same time, and you'll be able to enter a code at the bottom of the screen. You hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press ✕ again immediately after entering the code.
Faster firing rate—RAPID_FIRE
Faster cars—MORE_SPEED
Heavier cars—GO_RAMMING
Super missiles—BLAST_FIRE
Attract enemies—UNDER_FIRE
Unlock Original Vigilante 8 Levels
At any time during gameplay, press **START** to pause the game. Press the **OPEN** on the PlayStation console and replace the *Vigilante 8 2nd Offense* game disc with the original *Vigilante 8* game disc. You'll see the message "V8 Levels Enabled!" appear on the screen. When you return to the main menu and start another game, you'll be able to select levels from the original *Vigilante 8*.

VR SPORTS POWERBOAT RACING

Secret Codes
Enter one of the following names at the "Name Entry" menu to get different effects as follows.
COMPACT—Makes the boats super tiny
SPEEEED—Makes your boat faster
HELPME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed

WARCRAFT II: THE DARK SAGA

Cheat Passwords
Press **START** to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.
N T T C L N S—Instant mission victory
T S G D D Y T D—Enable "god mode"
G L T T R N G—Extra gold
H T C H T X N S—Extra lumber
V L D Z—Extra oil
V R Y L T T L—Extra magic Mana
D C K M T—Upgrades
N S C R N—Show entire map
M K T S—Fast building
T H R C N B N L—Instant scenario victory
N V R W N N R—Game never ends

WARHAWK

Special Access Codes
Choose "Special Access" from the main menu and enter the passcodes shown below for different effects.
□ _ ○ □ △ ✕ ✕ □—Check Special Upgrades
✕ ○ ○ □ ✕ △ ○ △—Kali Mode (Powered-Up Weapons)
□ ○ □ □ △ ✕ △ △—Thor Mode (9999 Flash Bombs)
△ △ ○ △ □ △ △ ✕—Infinite Weapons
○ ○ ○ _ ✕ △ ✕ ✕—*Warhawk* A-La-Mode (Infinite Weapons + Invincibility)

WCW MAYHEM

Secret Passwords
Enter any of the following passwords at the Pay-Per-View Password screen.
P L Y H D N G Y S—Hidden wrestlers unlocked
C B C K R M S—Special area select
C H T 4 D B S T—Quest cheat enabled
D P L G N G R S—Doppleganger select enabled
N G G D Y N L N—Test Case 1 unlocked
P L Y N T R C L S C—Classic Nitro setting
P R N T M M N T M—Momentum print enabled
P R N T S T M N—Stamina print enabled
M K S P R C W S—Bionic created wrestlers
M S K D L T L R Y—Masked Little Rey Enabled

WCW NITRO

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**, you'll hear a sound to confirm the code. Now you have access to 48 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** on the D-pad to change the ring, press **R1, R2, R1, R2, SELECT** to advance through the list (or **L1, L2, L1, L2, SELECT** to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.
Change Body Size
Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.
• Big Head—**R1, R1, R1, R1, R1, R1, R2, SELECT**
• Big Head, Hands and Feet—**R2, R2, R2, R2, R2, R2, R1, SELECT**
• Swelling Head—**L1, L1, L1, L1, L1, L1, L2, SELECT** (you look normal at the start, but your head gets bigger each time you get hit)

WCW/NWO THUNDER

Secret Characters
At the title menu—the one that says "Start Game" and "Options"—press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2, SELECT**, you'll hear a sound to confirm the code. Now you have access to 96 secret characters.
Secret Arenas
At the options menu, highlight the "Ring" option. Instead of pressing **Left** or **Right** to change the ring, press **R1, R2, R1, R2, SELECT**, then press **SELECT** repeatedly to advance through the list. When you do this, you'll be able to access several secret rings, including a space station, "Hades" and more.

WILD 9

Cheat Codes
Each of the following cheats can be entered while the game is paused.
• Red Beam—**Right, Up, Left**, ○, **Up**, ○, ○
• Restore Energy—**R1**, △, **L1, Left**, △, ○, ✕
• 10 Grenades—**R1**, ✕, **R1, Right**, □, **Right**, □
• 10 Missiles—**X**, ○, **R1, Right**, △, ✕, △
• Open all Levels—**Up, Left, Down, R2 Right**, □, ✕ (Exit the game after entering this code, choose "START" and select the "Continue Current Game" option, you can access any stage at the map screen)

WORLD'S SCARIEST POLICE CHASES

Cheat Codes
Each of the following codes can be entered at the main menu.
• Unlock All Missions—**Down, Up, Left, Right**, ✕, △, ○, □
• Unlock All Starting Locations in Patrol Mode—**Down, Up, L2, L1**, ✕, △, **R2 R1**
• Unlock All Bonus Items—**Left, Right, L1, R1**, ○, □, **R2, L2**

WU-TANG: SHAOLIN STYLE

Unlock All Characters
At the main menu, press **Right, Right, Right, Right, Left, Left, Left, Left**, □, ○, □, ○. You'll hear a special sound effect if the code was entered correctly.
Even More Characters
After entering the above code, in Versus Mode you may play as additional characters by holding **SELECT** and pressing ✕ while the cursor is at any of the original nine characters as shown below. You won't see the new character until gameplay begins.
Fearmentor—Hold **SELECT** and press ✕ at RZA
Cenith—Hold **SELECT** and press ✕ at GZA
Lecher—Hold **SELECT** and press ✕ at Ol' Dirty
Xin—Hold **SELECT** and press ✕ at Inspectah Deck
Bone Gear—Hold **SELECT** and press ✕ at Raekwon
Gasche—Hold **SELECT** and press ✕ at Masta Killa
Otis—Hold **SELECT** and press ✕ at Ghostface Killah
Sinensis—Hold **SELECT** and press ✕ at U-God
Hystrix—Hold **SELECT** and press ✕ at Method Man

WWF IN YOUR HOUSE

Cheat Codes
At any time during the game, press the **START** button to pause, then enter any of the following cheat codes, the screen will flash to confirm each one.
Invincibility—**R2, L1, R2, L2, R1**
Charge Combo meter with one hit—**R1, L2, R2, L2 Right**
Automatic Superpins—**Down, Down, Down, Down, L1** (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.)
Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

X GAMES PRO BOARDER

Secret Passwords
✕ ○ ✕ △ △ □—Unlock all normal circuits
△ ✕ □ ✕ △ ○—Play as Ollie B
△ ✕ □ ✕ △ ○—Unlock Super Circuit and extra boarders

X-MEN: MUTANT ACADEMY

Unlock Everything
At the main menu, quickly press **SELECT, Up, L2, R1, L1, R2**. You'll hear a special sound effect if you input the code correctly.

X-MEN: MUTANT ACADEMY 2

Cheat Code
At the main menu, press **SELECT, Down, R2, L1, R1, L2**. You'll hear a special sound effect after entering the code correctly. This code unlocks everything in the game, including all of the secret characters and alternate costumes. To play as Spider-Man, highlight Cyclops and hold the **R1** button. To play as Xavier, highlight Magneto and hold the **R1** button. Don't forget to check out the "Pool Party" stage in Versus mode!

X-MEN VS. STREET FIGHTER

Secret Options Menu
At the main menu—the one that says "Battle Mode/Vs. Mode/Training Mode" etc.—press △, △, **Right**, ○, **L1**, you must enter this code very quickly. If you've done it fast enough, you will be taken immediately to a secret "EX Option" menu with two special options.
• "Game Mode" lets you use a limited version of the "tag team" option from the *X-Men vs Street Fighter* arcade game. To do this, set "Game Mode" to "Original", then start a game in Vs. Mode. At the character-select screen, Player 2 must choose the same characters that Player 1 has chosen, but in the opposite order. (For example: If Player 1 chooses Cyclops, then Ryu, Player 2 must choose Ryu, then Cyclops.) If you've done all this correctly, when the fight starts you'll see that each of the four characters has his or her own energy meter. During the match, if you press Fierce Punch + Roundhouse Kick simultaneously (that's **L1 + R1** if you haven't changed the game's default control configuration) you will "tag out" and switch places with your partner, who enters with an immediate attack on your opponent.
• If you set the "Hyper Combo Gauge" option to "Full," your Hyper Combo Gauge will fill up to Level 3 automatically when playing in Vs. Mode.
Play as Apocalypse
First, beat the game in Battle Mode at any difficulty setting without losing a single round. Once you've accomplished this, start a game in Vs. Mode. At the character select screen, highlight Akuma, hold the **SELECT** button and press any action button. Apocalypse will appear as your chosen character. Here are some of his moves:
→ ↓ ↘ + Punch—Ground Pound
↓ ↘ → + Medium Punch—Shoulder Rockets
↓ ↘ → ↗ + Fierce Punch—Drill
↓ ↘ → ↓ ↘ → + any button—Mace

XENA: WARRIOR PRINCESS

Invincibility
At the main menu, press **Up, Up, Up**, ○, □, **Up, Right, Left**. You'll hear a special sound effect to confirm the code.

A BUG'S LIFE

Stage Select

At the "Flik's Journey" screen, hold C▲ and press the **R** button. Now point the analog joystick to the **Right** and you'll see that the entire game has been unlocked, allowing you to start at any stage.

AERO GAUGE

Extra Tracks & Vehicles

Note: You need two controllers to input this code, and it can be difficult to get the timing right, so if it doesn't work the first time, try again. First, turn the game on and hold **L + R + Z** on Controller 2. When the title screen appears with the words "Push Start" flashing in red, quickly tap **Up** on the D-pad and the C▼ button at exactly the same time (also on Controller 2), you must also be sure to release those two buttons at exactly the same time. Finally, press **START** or **A** on Controller 1 before the title screen disappears. If you've entered the code correctly, you should see two new courses at the track-select screen and five new vehicles to choose from, including one that's shaped like a Nintendo 64 controller. Press the **R** button repeatedly at the vehicle select screen to change the color of the N64 controller to red, green, blue, black or yellow.

AEROFIGHTERS ASSAULT

Stage Select

When you turn the game on, wait for the Video System and Paradigm Entertainment logos to disappear, then enter the following code as soon as you see the planes flying in the introduction sequence: **Up, C▼, Left, C►, Down, C▲, Right, C◄, L, R, Z**. You'll hear a sound to confirm that the code has been entered correctly. Next, choose "Main Game" from the Game Mode menu; a stage select menu will appear, allowing you to practice any stage. The save options are deactivated when this code is in place, so your regular game scores won't be affected.

Secret Character: Mao Mao

Wait for the words "Press Start Button" to appear on the title screen, then press **C◄, C▼, C►, C▲, C◄, C►, C▼**. At the "Pilot Select" screen, you'll find a new character called Mao Mao who pilots an F-15. Note: You may have already unlocked Mao Mao if you continued more than three times in the Tokyo stage.

ARMORINES: PROJECT S.W.A.R.M

Cheats

From the main menu, select "Options," then select "Cheats." Next, select "Enter Cheat" and enter any of the following codes at the screen that appears. You'll see a special message appear after entering a correct code. Note: After entering any of the first six codes, the corresponding cheat must be turned on at the Cheats menu for the effect to take place.

Invincibility—**GODLY**
All weapons—**LOADED**
Unlimited ammo—**SORTED**
Fast run—**SONIC**
Pen and ink mode—**SKETCHY**
All missions—**SKIPPY**
Female Trooper (Multiplayer)—**GODDESS**
All above cheats—**GOLDENPIE**
Hive Guard Bug (Multiplayer)—**LEGGY**
Volcano Guard Bug (Multiplayer)—**RUBBER**
Egypt Worker Bug (Multiplayer)—**CLAW**
Hive Worker Bug (Multiplayer)—**UGLY**

ARMY MEN: AIR COMBAT

Unlock All Missions & Helicopters

At the main menu, select "Password." Then, press **R, C◄, Right, Up, A**. When you start a campaign, all of the missions and helicopters will be available to you.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Choose "Input Code" from the main menu, then enter any of the following passcodes to get different effects:

MMLVSRM—Max Ammo
NSRLS—All weapons
DRVLLVSMM—Mini mode
PLSTRLVSVG—Play as Plastro
GRNGRLRX—Play as Vikki
TNSLDRS—Play as Tin Soldier

Level Passwords

Spy Blue—TRGHTR
Bathroom—TDBWL
Riff Mission—MSTRMN
Forest—TLLTRS
Hoover Mission—SCRDCT
Thick Mission—STPDMN
Snow Mission—BLZZRD
Shrap Mission—SRFPNK
Fort Plastro—GNRLMN
Scorch Mission—HTTTRT
Showdown—ZBTSRL
Sandbox—HTKTTN
Kitchen—PTSPNS
Living Room—HXMSTR
The Way Home—VRCLN

ARMY MEN: SARGE'S HEROES 2

Secret Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Play as Vikki—GRNGRLRX
Play as Plastro—PLSTRLVSVG
Tin Soldier—TNMN
Mini Mode—DRVLLVSMM
All Weapons—GBZRK
Max Ammo—SLGFST

Level Codes

Enter these codes from the "Input Code" screen under the main menu. You'll hear a special sound effect and the name of the code will appear on the screen after entering it correctly.

Bridge—FLLNGDWN
Fridge—GTMLK
Freezer—CHLLBB
Inside Wall—CLSNGN
Graveyard—DGTHS
Castle—FRNKNSTN
Tan Base—BDBZ
Revenge—LBBCK
Desk—DSKJB
Bed—GTSLP
Town—SMLLVLL
Cashier—CHRGT
Train—NTBRT
Rockets—RDGLR
Pool—FSTNLS
Pinball—WHSWZRD

ASTEROIDS HYPER 64

Unlock Classic Asteroids, Credits, Relentless Mode

At the main menu, hold **L** and press **C◄, C▼, C►, C▲, A, C▲, C▼, C◄, C►, START**. Classic Asteroids and Credits should appear immediately, and Relentless mode will appear under "Single Player Game."

Unlock Cheat Menu

At any time during gameplay, press **START** to pause, then hold **L** and press **C◄, C▲, C►, C►, B, A, C▲, C▲, C▼, C▼, START**. Extra options will become immediately available in the pause menu.

BANJO-KAZOOIE

Secret Codes

Each of the following codes can be entered on the floor of the Puzzle Room inside the sand castle in the Treasure Trove Cove stage, just plop some eggs into Leaky the bucket so he'll drain the pond and you can walk inside. Use the Beak Buster move on the lettered tiles to spell out the code words as follows:

- Enter "CHEATLOTSOFGOESWITHMANYBANJOS" to earn infinite lives
- Enter "CHEATANENERGYBARTOGETYOUFAR" to max out the capacity of your energy bar at eight honeycomb pieces
- Enter "CHEATDONTBEADUMBOGOSEEMUMBO" to earn infinite Mumbo Tokens
- Enter "CHEATNOWYOUCANFLYHIGHINTHESKY" to earn infinite red feathers
- Enter "CHEATAGOLDENGLOWTOPROTECTBANJO" to earn infinite gold feathers
- Enter "CHEATGIVETHEBEARLOTSOFAIR" to have infinite air when underwater
- Enter "CHEATBANJOBEGSFORPLENTYOFEGGS" to earn infinite eggs

For each code, you will hear a "Mool" sound when you enter the first five letters, if you do not hear the "Mool" during the first five letters, exit the sandcastle and go back in. You will not hear any special sounds when you enter the remaining letters of each code, so take your time and aim carefully.

BANJO-TOOIE

Cheat Codes

As you locate the Cheato Pages in the game and return them to Cheato, he will give you codes that you can enter by shooting eggs at the letters on the wall in the Code Chamber to spell the words. However, each of the codes that he gives you will not work until after he has told you about it. The following codes can be entered at any time after you've cracked open the Code Chamber, including six codes that have the same results as the ones that Cheato and Madame Grunty give you and several new ones. Once you've entered a code, check out the sign on the wall to the right of the lecter board to turn each cheat on or off.

CHEATOSREHTAEF—This code has the same effect as Cheato's "FEATHERS" code, it doubles the maximum amount of feathers that you can carry.
CHEATOSGGE—This code has the same effect as Cheato's "EGGS" code; it doubles the maximum amount of eggs that you can carry.
CHEATOFOORPLLAF—This code has the same effect as Cheato's "FALLPROOF" code; it allows you to fall from any height without losing energy.
CHEATOKCABYENOH—This code has the same effect as Cheato's "HONEYBACK" code; it causes your energy meter to slowly regenerate.
CHEATOXOBEKUJ—This code has the same effect as Cheato's "JUKEBOX" code, it allows you to listen to any of the game's music tracks by accessing the jukebox in Jolly's Inn at Jolly Roger's Lagoon.
CHEATOYGGIJTEG—This code has the same effect as Madame Grunty's "GETJIGGY" code; it activates the signs in Master Jiggy wiggy's temple that tell you where the jiggies are located in each stage.
CHEATOSUPERBANJO—With this code in place, both Banjo and Kazooie will run much faster.
CHEATOSUPERBADDY—Activate this code to make the game more challenging by speeding up all of the enemies.
CHEATOHONEYKING—Enter this cheat to completely disable the honeycomb mater and air meter; now you're invincible and can stay underwater or in toxic areas for as long as you want.
CHEATONESTKING—This cheat gives you unlimited eggs and feathers; your Inventory will show that you have "LOTS" of every type.
CHEATOJIGGYWIGGYSPECIAL—This code unlocks all of the doors in the Isle O' Hags area, giving you access to all levels.
CHEATOGNIMOH—This code has the same effect as the "HOMING" code that you gat from having Heggy hatch the pink egg; it improves your aim when firing eggs by causing them to change direction and curve toward any nearby enemy.

The remaining two cheats will not cause new menu items to appear on the wall in the code chamber; once you have entered them, their results will immediately become effective and will remain in place.

CHEATOCASTLIST—Unlocks a new option called "Charecter Parade" at the Cinema menu in Replay mode, this option is normally unlocked by collecting 90 jiggies. Note that this code will not work if you have already found 90 jiggies in any one of the three saved game slots, it also will not register if you have already entered the following code.
CHEATOPLAYITAGAINSON—Unlocks all of the items in Replay mode, including the "Character Parade" movie mentioned above.

BASS HUNTER 64

Cheat Codes

Enter the following codes at the "Cheat Codes" screen under the Options menu. You'll hear a chime upon entering a correct code.

ALLDLAKES—All lakes available
ALLDCASH—Extra money
ALLDFISH—Extra fish in live well
BAGDSNAGS—No snags while fishing
HEADADBIGA—Fisherman has a big head
HYPERBOAT—Faster boat
WHATADRAG—Slower boat
RUBADUBDUB—Boat becomes a bathtub
IWINIWIN—Win tournament
NOPENALTY—No penalty for changing lures during tournament
SUPERSTRING—Unbreakable line
HAPPYFISH—More active fish
MONDOFISH—Bigger fish
FISHMAN—All fish have Al Lindner's head
WHEREDFISH—A number will appear in the corner of the screen to indicate the number of fish in the area. Below it, the weight of the biggest fish in that area will be displayed.
SUPERLURE—Adds the "Super Lure" to your inventory
SILLYSOUND—Silly sound effects

BATTLETANX

Secret Codes

Choose "Input Code" from the Game Setup menu and enter any of the following cheat codes:

MSTSRVV—Invincibility
CRSTLCLR—Invisibility
LTSFBLLTS—Unlimited ammo
LVFRVR—Unlimited lives
PLVRZM—All weapons
FRGZ—Giant frogs roam the streets
TDZ—Queen Lords are replaced by toads
WMNRSMRTR—Unlock Storm Ravens gang
LTSLTSGNGS—Select any gang in Campaign mode
CDPLT—Run Story (allows you to view the entire story of the game)
CJSKPFLGMH—Level code (play on State Street in Chicago, IL)
CNCTHRTM—"Trippy mode"
HVRL—"Hurl mode"

BATTLETANX: GLOBAL ASSAULT

Secret Codes

Enter any of the following codes from the "Input Code" menu under the "Game Setup" screen:

All Weapons—RCKTSRDGLR
Invulnerability—HPPYHPPY
Custom Gang Unlocked—TRDDYBRRKS
Brandon Gang Unlocked—NNKNHCKS
Secret Level Unlocked—WRDRB
Level Select—80DYS

BATTLEZONE: RISE OF THE BLACK DOGS

Secret Codes

Enter any of the following codes as the Options Menu. You should hear a sound indicating the code was entered successfully.

Free buildings—Hold **Z**, press **A, B, A, B**
Free satellite—Hold **Z**, press **B, C◄, C▼, A**
Infinite ammo—Hold **Z**, press **L, R, L, R**
Infinite armor—Hold **Z**, press **Up, Right, Down, Left**
Unlock all missions in Single Player Pilot or Commander Mode—Hold **Z**, press **C▲, C►, C▼, C◄, START**

BEETLE ADVENTURE RACING

Cheat Menu

Race on the Coventry Cove course in Championship mode until you see a barn on the right side of the road with two haystacks in front of it. Drive through the haystack on the left and you will smash a hidden crate with a picture of a flower on it; you'll also hear a voice say, "Groovy!" Note that the crate will not be there unless you are playing in Championship mode. Once you've smashed the crate, finish the race, the words "Cheat Menu Activated" will appear at the Player Results screen. Now return to the main menu and access the Options screen; you'll find a new option called "Cheats" at the bottom. Each item on the cheat menu must be "unlocked" before you can use it; you will unlock a new cheat each time you smash a flower crate in Championship mode. Some of these crates are very well hidden, so you're going to have to do a lot of searching to find them.

BIO FREAKS

Secret Screen

Hold any **C** button down when you turn on the Nintendo 64, you'll hear an evil laugh and see a secret screen that shows the date the game was created.

First-Person View

During any battle, hold **Left** on the D-pad or analog stick and press the **START** button to switch to a first-person view. To change back to the normal view, hold the pad or stick **Down** and press **START** again.

BODY HARVEST

Cheat Codes

Choose an empty save slot and enter your name as "ICHEAT". With that name in place, you can enter any of the following codes at any time during gameplay. Note: Use the D-pad to enter the directional commands, not the analog joystick.

Smart bomb—**A, C▲, C◄, C►, Left**
Restore health—**Down, Up, Right, A, B, Left, C►**
All artifacts—**Up, C▼, C►, Z, Up, Left**
Dancing Adam—**Down, Up, C▲, Down, C►, C►**
Bad Adam—**C◄, C►, A, C▼, C►, Left**
Tall Adam—**B, A, C▲, A, C◄, A**
Short Adam—**Down, C◄, A, Right, Z**
Kill Adam—**B, Left, C►, C►, Down**
Blouse cheat—**Z, C►, C►, B, Left, C►**
Access all weapons—**A, Right, C▼, C►, C▲, A, Left**
More powerful weapons—**C▼, C▲, Up, Z, Z, Left, C►**
Surreal Mode—**C▼, Up, Right, Right, C►, A, Left**
Change Nearest Harvester into Mutant—**C▼, Up, Z, Z, C►, Right**
Fat Legged Aliens—**Left, A, Right, Down**

BOMBERMAN 64

Secret Stages

At the main menu—the one that says "Adventure/Battle/Custom/Options"—press the **START** button repeatedly, you must continue to tap the button as quickly as possible until you hear a chime. Now choose "Battle" mode and you'll find that four additional battlefields are available: "In the Gutter," "Sea Sick," "Blizzard Battle" and "Lost at Sea." Note: This is a very difficult code to enter; if you're not fast enough, it won't work.

CHOPPER ATTACK

Secret Options Menu

At the title screen—when the words "Press **START** Button" are flashing—hold the **Z** button and press **Right, Left, Up, Down, A, B, START** (use the D-pad for the directional commands, not the analog stick). A top-secret debug menu will appear. It features stage-select, sound test and "Texture Mode" options. (In Texture Mode 1, the Nintendo 64's pixel-smoothing effects are turned off, which makes the graphics appear more "blocky.") There's also a "Score Attack Mode" setting, turn this option on and see how many points you can score in two-minutes of non-stop action (the game's Pause function is deactivated in this mode).

COMMAND & CONQUER

Select Any Mission

At the title screen, press **B, A, R, R, A, C▼, Up, Down, A** quickly. You won't get any special signal to confirm the code, but if you don't enter it correctly, you'll have to reset the machine to try again. Next, from the main menu, select "Replay Mission." At the screen that appears, press **L**, a list of all the missions in the game will appear.

CONKER'S BAD FUR DAY

Secret Cheat Codes

From the main menu, select "Options," then select "Cheats." Now enter any of the following cheats at the screen that follows:

BOVRILBULLETHOLE—Start game with 50 lives

WELDERSBENCH—Unlock all chapters

WELLYTOP—Unlock Conker in Multiplayer mode

EASTEREGGSRUS—Unlock Neo Conker in Multiplayer mode

BILLYMILLROUNOABOUT—Unlock Gregg the Grim Reaper in Multiplayer mode

CHINOITVICTORY—Unlock Weasel Henchmen in Multiplayer mode

EATBOX—Unlock Cavemen in Multiplayer mode

RUSTYSHERIFFSBADGE—Unlock Sergeant and Tedlz Leader in Multiplayer

BEEFCURTAINS—Unlock Villager and Zombies in Multiplayer mode

OUTCHOVENS—Start with frying pan in the Race Multiplayer game

DRACULASTEABAGS—Start with baseball bat in the Race Multiplayer game

CRUIS'N USA

Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons down as follows:

Golden Gate Park (lower left corner)—Hold **L + C◀ + C▼**

San Francisco (lower right corner)—Hold **L + C▶ + C▼**

Indiana (upper right)—Hold **L + C◀ + C▶**

Secret Vehicles

At the "Choose Car" screen, press and hold the **C◀, C▶** and **C▼** buttons to change the '63 Muscle Car, La Bomba and Oevastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press **A, Z** or **START** to confirm your choice.

Lights + Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press **Down** to move to the bottom of the list of high scorers and hold **Left** to make the conveyor belt move. Keep holding **Left** for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button).

CYBERTIGER

Unlock Characters & Courses

From the main menu, select "Play." Then, from the "Games" menu, select any game except Battle Mode. Next, from the "Golfers" screen, press **A** to edit any golfer, then select "Edit Name" to change your golfer's name to any of the names below. You'll get immediate confirmation after entering a correct code.

Unlock alternate Lilliger—**Prodigy**

Unlock Marvin the alien—**Ufo**

Unlock Kimmi—**Rapper**

Unlock Starr—**Retro**

Unlock Festus—**Golddgr**

Unlock Oelvis—**Delvis**

Unlock Cindy—**Instyle**

Unlock Bobby—**Brat**

Unlock Twfan—**Cybertw**

Unlock Eagamer—**Willi**

Unlock Robert—**Ice**

Unlock Bengal—**Tigerrrr**

Unlock Traci—**Safari**

Unlock Volcano course—**Sthelens**

DAIKATANA

Secret Codes

Enter the following codes at the stage select screen (where your stage is displayed and text scrolls at the bottom of the screen). You'll hear a special sound effect after entering each code correctly.

Start with all weapons—**C◀, C▼, C▶, C◀, Z, L, R, C◀, C▼, C▶, C◀**

Unlock all levels—**C◀, C▶, C▼, C◀, R, L, X, C◀, C▶, C▼, C◀**

DARK RIFT

Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press **Up, C▶, R, Right, Down, B, B, B, C◀** to warp to a one-player Oemitron vs. Oemitron battle.

Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—**L, R, C◀, C▼, C◀, C▶**

Demitron—**A, B, R, L, C▼, C◀**

You'll hear a laugh to confirm each code, now you can choose the bosses at the fighter select screen.

See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—**Up, C◀, R, Right, Down, R, R, C◀**

Demonica's Ending—**Up, C◀, R, Right, Down, R, R, C◀**

Demitron's Ending—**Up, C◀, R, Right, Down, L, L, C▼**

Eve's Ending—**Up, C◀, R, Right, Down, R, R, C▶**

Gore's Ending—**Up, C◀, R, Right, Down, R, R, C▼**

Morphix's Ending—**Up, C◀, R, Right, Down, R, R, B**

Nikki's Ending—**Up, C◀, R, Right, Down, R, R, A**

Scarlet's Ending—**Up, C◀, R, Right, Down, L, L, C◀**

Sonork's Ending—**Up, C◀, R, Right, Down, L, L, C◀**

Zenmuron's Ending—**Up, C◀, R, Right, Down, L, L, C▶**

DEADLY ARTS

Secret Characters

At the title screen—while the words "Push Start" are flashing—enter the following codes using the D-pad, not the analog joystick:

Gouriki—**Up, Up, Down, Down, Left, Right, Left, Right, B, A**

Reiji—**A, B, Right, Left, Right, Left, Down, Down, Up, Up**

You'll hear a voice to confirm each code. Now start a game in "1P Battle" or "Vs. Battle" mode; you'll find that Gouriki and Reiji are now available at the Player Select screen.

DIDDY KONG RACING

Play as Drumstick

To play as Drumstick, you must first earn all of the trophies and amulets in all stages. Once you've done this, return to the main area where Taj can be found and look for the frogs that jump around in the watery area in front of the giant WizPig head. One of the frogs will have a red rooster comb on its head; if you touch that frog with your vehicle, Drumstick will be released.

Play as TT

To play as TT you must race on each course in Time Trial mode until TT comes out to challenge you, he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small TT icon will appear when you select that track in Time Trial mode. When you beat TT and earn this TT symbol in every single track, TT will appear as a playable character.

Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode, the codes that can affect the "Adventure" mode are marked with an asterisk (*).

ARNOLD—Big characters*

TEENYWEENIES—Small characters*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing **Z** will make your character speak instead of honking the horn)*

WHOOIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BOOYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers

OOUBLEVISION—Select same player (both players can choose the same character)*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

DOOM 64

Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

?TJL BOFW BFGV JVVB

With this password in place, press **START** to pause the game, you'll see a new option at the pause menu called "Features." This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press **Left** or **Right** to change the name of the stage and press a **C** button to warp there.

DUKE NUKEM 64

Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press **Left, Left, L, L, Right, Right, Left, Left**. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

• Invincibility On/Off—Press the **R** button seven times, then press **Left**

• Monsters On/Off—Press **L, C◀, Left, R, C▶, Right, Left, Left**

• All Items On/Off—Press **R, C▶, Right, L, C◀, Left, C▶, Right**

• Level Select—Press **L, L, L, C▶, Right, Left, Left, C◀**

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

DUKE NUKEM: ZERO HOUR

Cheat Codes

Enter any of the codes below at the title screen when the words "Press Start" are flashing. You'll hear a special sound effect after entering a correct code.

First Person Mode—**Down, Oown, A, Z, Z, Left, A**

Action Nukem Mode—**Down, Down, A, Z, Z, Left, A**

Start with infinite ammo: 30-30—**C◀, C▼, C◀, C▶, L, R**

Start with infinite ammo: Freezer—**Down, Up, A, L, R, Z**

Extra Multiplayer Characters Group 1—**A, L, R, Left, B, Down, Up**

Extra Multiplayer Characters Group 2—**B, A, A, R, L**

Extra Multiplayer Characters Group 3—**L, L, Up, Down, R, B, A**

Extra Multiplayer Characters Group 4—**B, B, B, R, Left, A**

Extra Multiplayer Characters Group 5—**Right, B, Left, L, A, Z**

Extra Multiplayer Characters Group 6—**Up, Down, B, A, A, Left**

EXCITEBIKE 64

Cheat Codes

From the main menu, hold **L + C▶ + C▶** and press **START**. If you input the code correctly the "Enter A Cheat Code" screen will appear. Next, you can enter any of the codes below:

Invincibility—**MOWER**

Transparent riders—**XLURIDER**

Debug mode—**IMGOINGNOW**

Odd color mode—**ROTCOLS**

All stunts unlocked—**TRICKSTER**

Big head mode—**BLAHBLAH**

Invisible riders—**INVISRIDER**

Mirror mode—**YAOAYAOA**

Night mode—**MIONIGHT**

Stunt bonuses—**SHOWOFF**

Pinhead mode—**PINHEAD**

Play Hill Climb backwards—**WHEEEEEEEE**

"Beat This!" enabled—**PATWELLS**

See team photo during "Credits" sequence—**UGLYMUGS**

EXTREME-G

Cheat Codes

At the vehicle select screen, press **R** to call up the control configuration menu. Highlight the "Name" option and press **A**, then enter any of the following code words as your name and press **START** to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects, to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROIO—Gives you an infinite supply of nitro speed bursts

RAS0—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position, now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.

ROLLER—Changes all of the vehicles on the track into boulders

STEALTH—Makes all of the vehicles invisible

UGLYMODE—Deactivates the Nintendo 64's "anti-aliasing" feature, this makes the graphics appear more "pixelated"

WIRED—Removes the texture-mapping so you can play the game with "wireframe" graphics

XTREME—Increases your vehicle's top speed

EXTREME-G 2 (XG 2)

Cheat Codes

At the vehicle select screen, press **R** to call up the Customize menu. Choose "Enter Name" option and enter any of the following code words as your name to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a voice say, "Extreme!" to confirm. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

2064—Changes all vehicles into *WipeOut*-style planes

FLICK—Blurry graphics

LINEAR—Wireframe graphics mode

MISTAKE—Infinite special weapons

NOPANEL—Removes all timers, gauges and counters from the screen

NEUTRON—"*Tron*" mode (alternate track graphics)

NITROID—Infinite Nitro boosts

PIXIE—Deactivates the Nintendo 64's "anti-aliasing" feature, this makes the graphics appear more "pixelated"

RAS0—With this cheat in place, press **START** at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you

finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position, now you can repeat the same trick for the remainder of the circuit and get credit for finishing first in every race.
SPIRAL—Makes the screen rotate continuously during a race
SPYEYE—Overhead camera angle
XCHARGE—Infinite weapon energy and shield energy
XXX—Increases your vehicle's top speed

F-ZERO X

Cheat Code

At the "Select Mode" screen, press **L, Z, R, C▲, C▼, C◀, C▶, START**, you'll hear a signal to confirm. Now you'll find that the "Master" difficulty setting, "Joker" and "X" cups and all of the vehicles have been unlocked.

Shrink Vehicles

At the "Select Machine" screen, press **L + R + C◀ + C▼**, all of the available vehicles will shrink.

FLYING DRAGON

Extra Difficulty Levels

At the Option menu, set the difficulty level to "Easy", then press **Left** 20 times, a "Very Easy" setting will appear. If you set the difficulty to "Hard" and press **Right** 20 times, a "Very Hard" setting will appear.

FORSAKEN 64

Secret Codes

Each of the following codes works at the *Forsaken 64* title screen, while the words "Press Start" are going by in green letters. To deactivate a code you've entered, just input the same code again.

- Turbo Crazy Mode—**A, R, Left, Right, Down, C▲, C◀**
- Psychidelic Mode—**A, R, Left, Right, Down, C▲, C◀, C▼**
- Wireframe Mode—**L, L, R, Z, Left, Right, C▲, C▶**
- Gore Mode—**Z, Down, C▲, C▶, C▼, C◀, C◀, C▼**
- Stealth Mode—**Up, Up**, Up, Up, **Right, Down, C◀, C◀**
- Infinite Primary Weapon—**A, R, Z, Right, C▲, C▶, C▼, C▼**
- Infinite Secondary Weapon—**B, B, Z, Left, Left, C▲, C◀, C▶**
- Infinite Weapon Energy—**L, Z, Left, Right, Down, Down, C▼, C▼**
- Infinite Titans—**A, B, L, Up, Up, C▲, C▲, C▶**
- Infinite Solaris—**B, L, L, Z, Up, Down, C▲, C▲**
- Kill Enemies with One Shot—**B, B, B, L, R, Left, Down, Down**
- Freeze Enemies—**R, Z, Right, Right, C▲, C◀, C▶, C▼**

FOX SPORTS COLLEGE HOOPS '99

Secret Codes

Access the "Secret Codes" input screen from the options menu and enter any of the following passwords to get different effects.
NOGGIN—Big head mode
GHOST—Ghost mode
Z-WOOD—Z-Axis basketball court
TEAM-Z—Z-Axis team
NOFANS—Dark background, improved frame rate
TRAILS—"Trippy" ball effect
BUZZZ—No shot clock
THIRTY—60-second game
HOMIE—Home team is favored
MONKEY—Alternate sound effects

GLOVER

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes using the **C** buttons.
Level select—**C▲, C▲, C▲, C◀, C◀, C▶, C◀, C▶**
Infinite lives—**C▶, C▲, C▲, C▲, C▲, C▶, C▼, C▶**
Infinite energy—**C▶, C▶, C▼, C▶, C▶, C▶, C▲, C◀**
Low gravity—**C◀, C◀, C▲, C◀, C▶, C▲, C▲, C▲**

GOLDENEYE 007

Note: Enter all *GoldenEye 007* codes with the D-pad, not the analog joystick.

In-Game Codes

Enter the following codes at any time during gameplay. A message will appear in the lower left corner of the screen after entering a correct code.

- Invincibility
1) Hold **L** and press **Down**
2) Hold **R** and press **C▶**
3) Hold **R** and press **C▲**
4) Hold **L** and press **Right**
5) Hold **L** and press **C▼**
6) Hold **R** and press **C▲**
7) Hold **L** and press **Right**
8) Hold **R** and press **Down**
9) Hold **L** and press **Left**
10) Hold **L + R** and press **C▶**
- All Guns
1) Hold **L + R** and press **Down**
2) Hold **L** and press **C◀**
3) Hold **L** and press **C▶**
4) Hold **L + R** and press **C◀**
5) Hold **L** and press **Down**
6) Hold **L** and press **C▼**
7) Hold **R** and press **C◀**
8) Hold **L + R** and press **C▶**
9) Hold **R** and press **Up**
10) Hold **L** and press **C◀**
- Maximum Ammo
1) Hold **L + R** and press **C▶**
2) Hold **R** and press **Up**
3) Hold **R** and press **Down**
4) Hold **R** and press **Down**
5) Hold **L + R** and press **C▶**
6) Hold **L + R** and press **Left**
7) Hold **R** and press **Down**
8) Hold **R** and press **Up**
9) Hold **L + R** and press **C▶**
10) Hold **R** and press **Left**
- Invisibility
1) Hold **R** and press **C◀**
2) Hold **L + R** and press **C▲**
3) Hold **L + R** and press **Left**
4) Hold **L + R** and press **Up**
5) Hold **R** and press **Up**
6) Hold **L** and press **C◀**
7) Hold **R** and press **C▲**
8) Hold **L** and press **C▼**
9) Hold **L + R** and press **Left**
10) Hold **R** and press **Right**

Extra Characters in Multiplayer Mode

Select a file and choose Multiplayer mode. (You must have at least two controllers plugged in to access this option.) When the Multiplayer Options menu appears, choose "Characters," then enter the following code at the Select Character screen.
1) Hold **L + R** and press **C◀**
2) Hold **L** and press **C▲**
3) Hold **L + R** and press **Left**
4) Hold **L** and press **Right**
5) Hold **R** and press **Down**
6) Hold **L + R** and press **C◀**
7) Hold **L** and press **C▲**
8) Hold **L + R** and press **Right**
9) Hold **L + R** and press **C▼**
10) Hold **L** and press **Down**

If you've entered this code correctly, you will have a total of 64 playable characters at the Select Character screen.

HOT WHEELS TURBO RACING

Secret Codes

Each of the following codes can be entered at the main menu to get the corresponding effect before each race. Note that these button sequences must be entered very quickly to get them to register, you'll hear a signal to confirm each code. Note that you can only have ONE of these codes active at any time.
Race at night—**C▲, C▲, C▼, C▼, C◀, C▶, C◀, C▶**
Mirror mode—**Z, R, Z, Z, R, Z, Z, Z**
Unlimited Turbos—**C▶, Z, C▲, C▼, R, C◀, Z, C▶**
Transparent vehicles—**C◀, Z, Z, C▲, C◀, R, C▼, C▲**
Transparent scenery—**C▲, Z, C▼, C◀, C▲, Z, C▼, C◀**

Passwords

Highlight "Sign In" at the main menu and press **Left** or **Right** to access the Password option. Enter any of the following passwords to unlock different features.
PWDTST—Unlock all secret courses and secret vehicles except "Tow Jam"
TWJM—Unlock "Tow Jam" vehicle

IGGY'S RECKIN' BALLS

Secret Codes

At the title screen menu, press **R + Z** to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes, you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game, you'll find a "Cheat Menu" option at the "Paused" menu.
THEUNIVERSE—Allows you to access all of the secret worlds
HAPPYHEADS—Unlocks all but one of the secret characters
GOOEYGOOGOO—"Slime Mode" (all tracks are gooey)
ICEPRINCESS—"Ice Mode" (all tracks are slippery)
GOBA8Y—Gives you a maxed-out turbo meter
2TIMES—2X Turbo Mode (turbo boosts last twice as long)
NONSTOP—"Roll Mode" (constant turbo)
SWOPSHOP—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)
ROLFHARRIS—Activates the black-&-white "Pencil Sketch" mode
2ROKTOO—Activates "Dark City" mode, in which the only lighting comes from the balls themselves
MICROBALLS—Activates "Tiny Mode"
TOOMUCHPIE—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)
JUMPAROUND—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)
BOMBERBALL—Just bombs
1HITWONDERS—Activates "Sudden Death" mode
MALLOUT—No weapons
NOGOODIE—Bomb pickups
SIOOTSHOT—Blue Balls
OIMY—Activates "Explosive Mode"

INDIANA JONES AND THE INFERNAL MACHINE

Secret Passcodes

Choose "Options" from the main menu, then select "Passcodes." Enter any of the following codes at the screen that follows. You'll hear a camera shutter sound effect after entering a correct code.
FORGEOFF—Unlock all levels
REALHARD—Harder difficulty
CHEESE!!—View development team photo
ABSPANN—Watch ending credits
MUCKE—Unlock "Concert Hall" within the "Museum" item in the Options menu
ANCIENT—Unlock "Ancient Art" within the "Museum" item in the Options menu

INDY RACING 2000

Secret Codes

At the main menu, select "Gold Cup." Next, select any empty file and enter any of the words below as your name at the screen that follows. For the "Gallery" code, a gallery of objects and tracks from the game will be displayed immediately after you enter the code correctly.
All Gold Cup cars—YOU_DA_MAN
Gallery—WOODY_COOKIES

JEREMY MCGRATH SUPERCROSS 2000

Cheats Menu

At the main menu, press **L, C▲, L, C▲, L, C▼, C▲, C▼**. If you input the code correctly, a cheats menu will immediately appear.

KILLER INSTINCT GOLD

Boss Code

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press **Z, A, R, Z, A, B**. You'll hear a laugh to confirm the code. Now Gargos is a playable character in all game modes except "Training" and "Focused Training".

Bonus Options + Special Colors

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, Z, A, L**. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press **Up** or **Down** repeatedly to see the available hues.

More Bonus Options

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, B, A, L, A, Z**. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

See the Credits

As above, wait for the demo to show one of the character biographies. When this appears, press **Z, L, A, Z, A, R**. You'll jump immediately to the game's ending credits sequence.

Secret Stage

In two player mode, have both players choose their fighters by holding **Down** and pressing **C▼**, you'll fight in the secret Sky stage with Rare and *Killer Instinct* logos on the ground.

KNOCKOUT KINGS 2000

Big Gloves Mode

In the middle of a game, press **START** to pause and press **C◀, C▼, C◀, C◀, C▼**. You'll hear a bell ring five times. When you unpause the game, the boxers' gloves will be bigger.

Big Head Mode

In the middle of a game, press **START** to pause and press **C◀, C▶, C◀, C◀, C▶**. You'll hear a bell ring five times. When you unpause the game, the boxers' heads will be bigger.

KOBE BRYANT IN NBA COURTSIDE

Note: Use the D-pad to enter the following codes, not the analog joystick.

Big Head Mode

At any time during the game, press **Right, Right, Left, R, Z, START, A, START, A, START, Z** on Controller 1. To return the players' heads to normal, just enter the code again.

Disco Court

At any time during the game, press **A, C▲, Down, Up, C▼, R, R, B, C▶, C▶, Z** on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

Secret Teams

Highlight "Pre Season" at the main menu, hold the L button and press **START** or **A**. When the team select menu appears, you'll find three new teams to choose from.

Tiny Players

At the main menu, press **C▶, C▶, B, R, R, C▼, Up, Down, C▲, A, Z**. Now when you start a game, the players will be tiny.

Alien Team

At the main menu, press **C▲, C▼, C◀, C▶, START, START, A, B, A, R, Z**. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

LODE RUNNER 3-D

Unlock Worlds

While inside any level during the game, press **START** to pause. When the "Options" screen appears, hold **Z** and press **R, B, A, B, A, C▲, C▼, C◀, C▶, C▲, C▼, C◀, C▶**. A new option called "Unlock Worlds" will appear, set this option to "Yes" and you will be able to choose any world at the World Select screen. Note: If you can't get this code to work, hold **Z** and press any button at the pause menu, then try entering the code again, this should clear up the problem.

MACE: THE DARK AGE

Play as War Mech and Ichiro

When the "Parental Advisory" screen appears just after you turn the system on, press **Down, Right, Up, Left** on the D-pad or joystick, you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character select screen, just above The Executioner and Lord Deimos.

Play as Ned the Janitor

Enter the following code at the character-select screen.
1) Highlight Koyasha and press **START**.
2) Highlight the Executioner and press **START**.
3) Highlight Lord Deimos and press **START**.
4) Highlight Xiao Long and press Quick (**A** or **B** in the default control configuration).

Bunny Slippers

Enter the following code at the character-select screen.
1) Highlight Ragnar and press **START**.
2) Highlight Dregan and press **START**.
3) Highlight Koyasha and press **START**.

Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

Switch Faces

Enter the following code at the character-select screen.
1) Highlight Al Rashid and press **START**.
2) Highlight Takeshi and press **START**.
3) Highlight Mordos Kull and press **START**.
4) Highlight Xiao Long and press **START**.
5) Highlight Namira and press **START**.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

MADDEN FOOTBALL 64

Secret Teams

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names, the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows

(note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories)
• Create a player named "AT MADDEN" to access the All-Time Madden team
• Create a player named "SIXTIES" to access the '60s Conference B team
• Create a player named "SEVENTIES" to access the All '70s team
• Create a player named "EIGHTIES" to access the All '80s team
• Create a player named "HOWLIE" to access the '97 Conference A team
• Create a player named "LEI" to access the '97 Conference B team
• Create a player named "STATS MEN" to access the All-Time Stats Leaders team
• Create a player named "ELEC ARTS" to access the EA Sports team
• Create a player named "TIBURON" to access the Tiburon team
Secret Stadiums
Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:
• Create a player named "SAN MATEO" to access the EA Sports stadium
• Create a player named "MAITLAND" to access the Tiburon Sports Complex
See the Ending
When the EA Sports logo appears, hold **L + R + Z**, you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

MADDEN NFL 99

Secret Codes
Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features
BESTNFC—Unlock NFC Pro Bowl team
AFCBEST—Unlock AFC Pro Bowl team
BOOM—Unlock All-Madden team
IMTHEMAN—Unlock All-Time Stat Leaders team
PEACELOVE—Unlock All '60s team
BELLBOTTOMS—Unlock All '70s team
SPRBWLSHUFL—Unlock All '80s team
HEREANDNOW—Unlock All '90s team
TURKEYLEG—Unlock All-Time Greats team
THROWBACK—Unlock NFL 75th Anniversary team
GEARGUYS—Unlock Equipment Managers
WELCOMEBACK—Unlock 1999 Cleveland Browns
INTHEGAME—Unlock EA Sports team
HAMMERHEAD—Unlock Tiburon team
EASTADIUM—Unlock EA Sports Stadium
OURHOUSE—Unlock Tiburon Stadium

MADDEN NFL 2000

Secret Codes
Choose "Secrat Codes" from the System Options menu, then enter any of the following codes to unlock secret features
DRBENWAY—Weird sconng rules
PIGSKINSFLY—100 yard passes
FIRSTIS20—20 yards to first down
BETHEBALL—Ball Camera
CHAINSMOKER—Players Fatigue Quickly
MOONBALL—Super Jump
EMC2—Curved space-time
GUILLOTINE—Floating heads
PAINFUL—More injuries
QBINTHECLUB—The QB is in the club
PICKEDOFF—Frequent interceptions
ROLLERJAM—Frequent fumbles
REFISBLIND—Blind referee
MICEANDMEN—David vs Goliath
MOJO—All 60s team
SIDEBURNS—All 70s team
REAGANOMICS—All 80s team
TEAMMADDEN—All Madden team
WEARETHEGAME—EA Sports team
SHARKATTACK—Tiburon team
TETANUS—Fantasy Team Junkyard Dogs
SCARYCLOWN—Fantasy Team Clowns
INTHEFUTURE—Fantasy Team Industrials
COWBOYS—Fantasy Team Marshalls
XMASGIFT—Xmas Rush stadium
3RING—Tib Bros stadium
WILDWEST—Dodge City/Old West stadium
MADDENSTEIN—Maddenstein Stadium
WEPUTITTHERE—Tiburon Stadium
ITSINTHEGAME—EA Sports stadium

MAGICAL TETRIS CHALLENGE

"Endless Tetris" Stats
During a one player game in "Endless Tetris" mode, press the **A** and **B** buttons simultaneously, you'll see the opposite side of the screen change from gray blocks to the normal playfield color As you clear lines, colored bars will appear to indicate how many times you've scored a single, double, triple or Tetris

MARIO GOLF

Code Entry Screen
At the main menu, hold **L + R** (or **Z + R**) and select the "Clubhouse" option You'll access a secret "Code Entry" screen Now you can enter any of the following codes to start at different levels:
0EQ561G2—1st Camp, Hyrule Cup
SVW6B90F—2nd Camp, Hyrule Cup
KPXWN9N3—This code unlocks a special tournament mode The password that you earn when you finish the tournament is not a continue passcode, it's used for verification purposes in a contest sponsored by *Nintendo Power* magazine

MARIO TENNIS

Secret Ring Tournaments
From the main menu, select "Special Games," then select "Ring Tournament " Enter any of the codes below to participate in a secrat cup
Blockbuster Cup—ARM6JQARU
Bowser Cup—N24KBQN2P
Donkey Kong Cup—MMS5MQMMJ
Luigi Cup—M1C2YQM1W
Peach Cup—OF9XFQOFR
Mario Cup—A3WSKQA3C
MarioTennis com Cup—4BHWOR4B2
Nintendo Power Cup—J6M9PQJ6U
Waluigi Cup—LAS8JRLAR
Wario Cup—UOUFMPUOM
IGN64 Tennis Cup—V2UFMPUZM

MICRO MACHINES 64 TURBO

Cheat Codes
Each of the following cheats can be entered while the game is paused To deactivate a cheat, just enter that same code again
Slow down computer cars—C▼, C◀, C◆, C▲, C▶, C◀, C◆, C▼
Super speed—C▼, C▶, C◆, C◀, C▲, C▼, C▶, C▼
Super jumping ability—**Right, Right, Down, Up, Down, Left, Down, Down**
Change vehicles—**Down, Down, Up, Up, Right, Right, Left, Left** (This code changes all the vehicles into one of the objects from the current stage Enter the code repeatedly to change into different objects.)
Debug mode—**Up, Down, Down,** C▼, C▶, C▶, C◀, C▲ With the Debug code in place, the following options become available
• Press all four **C** buttons simultaneously to make all of the vehicles on the track explode
• Hold **Z** and move the D-pad to tilt or rotate the camera angle
• Hold **Z** and press **L** or **R** to zoom in or out
• Hold **Z** and press C▼ to have the computer control your car
• Hold **Z** and press C▼ to end the race with you in first place!
"Name" Cheats
When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects, you'll hear a signal to confirm and you'll be able to enter another name
• Enter the name "MOGSLIFE" to give yourself nine lives in Challenge Mode Enter the name "3LIVES" to cancel this code
• Enter the name "ALLTANKS" and you'll always play with tanks in multi player mode Enter the name "NOTANKS" to cancel this code
• Enter the name "WINTERY" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code

MISSION IMPOSSIBLE

Secret Codes
Enter any of the following codes at the mission select screen, you'll hear Ethan speak each time you enter a code properly
• Turbo Mode—C◀, Z, C◆, Z, C◀
• Big Feat Mode—C▼, R, Z, C▶, C◀
• Kids Mode—C▼, C◀, R, L, Z
• Start with Uzi Sub Machine Gun—C▶ C◀, C▶, C▼, R
• Start with Mini Rocket Launcher—R, L, C◀, C▶, C▼
• Start with 9mm High Power Gun—R, L, C▼, C◀, C◀
• Start with 7 6S Silenced Pistol—C◀, L, C▶, C◀, C▶

MONSTER TRUCK MADNESS 64

Passwords
Enter the following passwords at the "codes" screen from the main menu
BRPS—The Gut Bomb
CFFNYN—Turbo mode
Y_WNT_T—Unlimited missiles
JM—Gound textures become replaced by "Jim's" face
YRDR—All trucks become lowriders
4045648B M → ← DFC ↑ CV32KC—Access all Expert courses

NASCAR 99

Secret Drivers
Choose Single Race from the main menu, then enter any of the following codes at the Single Race menu
• To race as Bobby Allison, select the Charlotte track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▶, L, R, L, R, Z, Z
• To race as Davey Allison, select the Talladega track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▶, L, R, L, R, L, R
• To race as Alan Kulwicki, select the Bristol track, highlight "Select Car" and quickly press Z eight times, then R twice
• To race as Benny Parsons, select the Richmond track, highlight "Select Car" and quickly press C◀, C▶, C▼, C◀, Z, Z, Z, L, Z, Z
• To race as Richard Petty, select the Martinsville track, highlight "Select Car" and quickly press C◀, C◀, C▼, C▼, C◀, C◀, C◀, C▶, L, R
Once you have unlocked a driver this way, that driver will also be available in Championship mode

NBA COURTSIDE 2 FEATURING KOBE BRYANT

Secret Teams
At the main menu, highlight either Quick Play or Arcade Play, then, press **A** + C◀ at exactly the same moment At the Team Select Screan, three special teams will become selectable
Secret Room Codes
At the main menu, press C◀ and C▼ simultaneously A message will appear on the screen saying you have found the Secret Room Now enter any of the following codes You won't get any special confirmation after entering a correct code, but you will return to the main menu You'll have to start a game to see the effects
Big Heads (Away team only)—C▶, C◀, C▼, C◀, C▶, A
Big Heads (Home team only)—C◀, C◀, C▶, A
Big Heads (Both teams)—C◀, C◀, C▼, C◀, C▶, A
Long Necks (Both teams)—C◀, C◀, C▼, C◀, C▼, A
Small Players (Away team only)—C◀, C▶, A
Small Players (Home team only)—C◀, C▼, A
Small Players (Both teams)—C◀, C▶, C▼, A

THE NEW TETRIS

Turbo CPU Opponent
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "A12E24U?" Note that this will not remain as your name if you enter the code correctly Now start a new game with any level opponent and the computer will play at a super-fast speed
Fast Mode
Chose "One Player" from the main menu, then access the "New Name" option to enter your name as "2FAST4U" Note that this will not remain as your name if you enter the code correctly Now start a game in one-player mode, after a few minutes, you won't be able to keep up with the speed of the falling blocks

NIGHTMARE CREATURES

Cheat Password
Choose "Enter Password" from the main menu and enter the code **Left, Up,** C▼, C◀, C▶, C◀, C▼, **Down** A cheat menu will appear, allowing you to turn on unlimited lives and weapons, play as a monster or start at any stage

OFF ROAD CHALLENGE

Secret Tracks
Enter any of the following codes at the "Choose a Track" screan.
• Flagstaff—Hold the **L** button and press **Left** on the D-pad, then highlight "Mojave," hold the **Z** button and press **A**.
• El Cajon—Hold the **L** and **R** buttons and press **Up** on the D-pad, then highlight "El Paso," hold the **Z** button and press **A**.
• Guadalupe—Hold the **R** button and press **Down** on the D-pad, then highlight "Vegas," hold the **Z** button and press **A**.

PAPERBOY

Secret Codes
Enter the following codes at the "Secret Codes" screen
Unlimited health—INVINC
Unlimited papers—NOBUNDLE
Unlock all levels—OBVIOUS
Speed up the game—RUSH
Slow down the game—WAKING
Moon gravity (jump higher)—MOON
Time clock is ignored—UNTIMED

POKEMON PUZZLE LEAGUE

Unlock all Puzzles in Puzzle University
At the title screan, hold **Z** and press **A, B, R, A, A, B, R, A** You'll hear a special sound effect after entering the code correctly
Start from Lv 50-99 in Marathon mode
At the title screen, hold **Z** and press **B, A, L, L** You'll hear a special sound effect after entering the code correctly
Unlock V-Hard Game Level
At the "Game Settings" screen where you select your Game Level, hold **Z** and press **L, L, A, B** "V-Hard" will appear on the screen after entering the code correctly
Unlock S-Hard Game Level
At the "Game Settings" screan where you select your Game Level, hold **Z** and press **R, L, A, B** "S-Hard" will appear on the screen after entering the code correctly
Play in Mewtwo's Stage
When you start a two-player game, at the "Trainer Select" screen, hold **Z** and press **B, Up, L, B, A, START, A, Up, R** The game will imediately begin after entering the code correctly Ash will be Player 1 and Mewtwo will be Player 2
Unlock all Trainers
When you start a two-player game, at the "Trainer Select" screen, hold **Z** + **L** + **R** on Controller 1 and Controller 2 at the same time All the trainers will appear after entering the code correctly

QUAKE

Debug Menu
Choose "Load" from the main menu, if you have a controller pak with *Quake* saves, press **B** to exit to the password screen; if not, choose "Do Not Use Pak" to get the password screen Now enter the password "QQQQ QQQQ QQQQ QQQQ", you'll get a message that says "Invalid Password " Now access the Options menu and you'll find a new "Debug" option this allows you to skip to any stage, become invincible ("God Mode") and more.

QUAKE II

Multiplayer Codes
Choose "Start" from the main menu, then select "Single" and "Load". If you have a controller pak with *Quake II* saves, press **B** to exit to the password screen, if not, choose "Do Not Use" to get the password screen Now enter any of the following passwords, then press **B** to back out of the single player menus and start a game in multiplayer mode to sea the effects
S3TC 00LC 0L0R S???—Changes the background colors
S3T1 NF1N 1T3S H0TS—Infinite ammo
S3TL 0WGR V1TY ????—Low gravity

RAINBOW SIX

Level Select
From the main menu, select "Quick Start," then enter the password "FZJFTMR2GBRQ" at the following screen and press **A** If you entered it correctly a level select screen will appear
255 Grenades
Whenever you have only one grenade of any type remaining, you can use this trick to give yourself 255 more First, hold down **Z** to get ready to throw your last grenade When the meter on the screen fills completely, let go of **Z** then immediately hold it down again You must do this before the "Throwing Grenade" meter fills up Keep **Z** held down and in a few seconds your grenade stock will be 255

RE VOLT

Unlock All Cars & Tracks
At any time during a game, press **B, A, Z, Z, B, L, A,** C◀ You'll hear a special sound effect after entering it correctly

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the followng passcodes at the "Name Your Gym" screen when you start a new game in Championship mode You'll be able to begin the championship at the specified class with all of the boxers available to you
BRONZE—Bronze Class (In Arcade Mode, Kemo Claw is also unlocked)
SILVER—Silver Class (In Arcade Mode, Kemo Claw and Bruce Blade are also unlocked)
GOLD—Gold Class (In Arcade Mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked)
CHAMP—Champ Class (In Arcade Mode, all boxers are also unlocked)

RESIDENT EVIL 2

Cheat Codes

From the main menu, select "Load Game," then input any of the codes below. You'll automatically return to the main menu after entering a correct code.

Invincibility—**Down, Down, Down, Down, Left, Left, Left, Left, L, R, R, L, C↓, C↑**

Infinite Ammo—**Up, Up, Up, Up, Right, Right, Right, Right, L, R, L, R, C→, C←**

Play as Hunk—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C←, C→, C↑, C↓**

Play as Tofu—**Up, Down, Left, Right, Left, Left, Right, Right, L, R, C←, C→, C↑, C→**

RIDGE RACER 64

Secret Caddy Car

From the main menu, select "Grand Prix." Then, play the Stage 1 course (Ridge Racer Novice). When the race begins, turn your car around immediately and run into the wall that was behind your car. If you're going about 60 mph or above, you'll drive right through it and race through a mirrored version of the course. Win the race on this mirrored course and you'll obtain the secret Caddy Car, which has the highest top speed of all the cars in the game.

ROAD RASH 64

Codes

Enter the following codes at the main menu.

Unlock all levels and fast bikes—**C←, C↓, C→, L, R, C↑, Z**

Unlock Scooter level—**C↑, C→, C←, C↓, C→, L, C↓**

Unlock Cop Mode—**Z, C↑, C↓, Z, L, R, C↑**

ROBOTRON 64

"Setup" Menu Cheats

Choose "Setup" from the main menu, then enter any of the following codes at the Setup menu.

- **50 Lives**—Press **Up, Up, Down, Down, Left, Right, Left, Right, C←, C→, C↓, C↑**.
- **Level Select**—Press **Down, Up, C←, Down, C→, C↑, Down, C↓**; you'll automatically return to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.
- **Game Boy Mode**—Press **Up, Down, Right, C→, Down, Up, Left, C→, Up, Down**.
- **Demo Mode**—Press **Left, Right, Up, Down, C←, C→, C↓, C↑, Left, Right, Up, Down, C←, C→, C↓, C↑, Left, Right, Up, Down, C←, C→, C↓, C↑**.

Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below, do them quickly for best results. This can only be done five times in each stage.

Shield—**Down, Left, C↓, C↑**

Two-Way Weapon—**Up, C↑, Up, C↑**

Three-Way Weapon—**Right, Right, C←, C→**

Four-Way Weapon—**Down, Down, Up, C↑**

Radiation Spray—**Up, Down, C→, C←**

Speed Up—**Left, Left, Right, Right, C↑**

Flamethrower Weapon—**Down, Right, Down, Right, C→**

ROCKET: ROBOT ON WHEELS

Secret Codes

During gameplay, press **START** to pause, then enter any of the codes below.

All vehicles—**Up, Down, Z, R, Left, Up, Down, Left, Down, Down**

Heavier rocket—**Up, Right, Right, R, Right, R, Z, R, R, Up**

Low friction—**Up, R, R, Left, Z, Z, Down, Left, Up, Right**

Low gravity—**Z, R, Z, R, Down, R, R, Right, Right, R**

Super Grab Field—**Down, Left, Right, Z, Down, Right, Down, Down, Down, Left**

Super Speed—**Z, Right, Down, Up, Down, R, Up, Down, Left, Up**

RUSH 2: EXTREME RACING USA

Cheat Menu

Choose "Setup" at the main menu, then press **L + R + Z +** all four **C** buttons simultaneously at the Setup screen. A new option called "Cheats" will appear. To activate one of the 27 cheat options at this menu, you must highlight that item and enter the corresponding code shown in the list below. You'll hear a signal to confirm and you will then be able to toggle that particular cheat by pressing **Left** or **Right** on the D-pad.

Car Collisions—Hold **R**, press **L, C↓, C←, C→, C↑, Z**

Gravity—Hold **Z**, press **C←, C↑, C←, C↑, C←, C↑**

Cone Mines—Press **L, R, L, R, L, R**

Car Mines—Press **C↓, C↓, Z, C↑, C←, Z, C→, C→**

Burning Wreck—Hold **C←**, press **Z, Z, Z, Z**

Track Orientation—Press **C←, C↓, C↑, C→, C↑, C↓, C←, C→**

Auto-Abort—Press **C→, C←, C→, C←**

Super Speed—Hold **L + R**, press **C←, C↑, C→, C↓**

Inside-Out Car—Hold **C↓ + C↑**, press **R, L, Z**

Damage—Press **R, C↑, L, R, C↑, L**

Invincible—Press **L, C←, R, L, C←, R**

Invisible Car—Press **C←, C↑, C→, C←, C↑, C→, C↑, C↓**

Invisible Track—Press **C↑, C←, C↑, C↑, C←, C↑, C←, C→**

Brakes—Hold **C→ + C↓**, press **Z, Z, Z**

Super Tires—Hold **L + R**, press **C←, C↓, C↑, C→, C←, C↓, C↑, C→**

Mass—Hold **L + R**, press **C←, C↑, C→, C↓**

Suicide Mode—Hold **Z**, press **C←, C↑, C→, C↓**

Do the Dew!—Press **C↑, C→, C↓, C←, L, R, Z**

Killer Rats—Hold **L + R**, press **Z, Z, Z, Z**

Stunts—Hold all four **C** buttons and press **R, A, Z, L**

Resurrect in Place—Hold **Z** and enter the following sequence: Hold **C↑**, tap **C↓**, hold **C↓**, tap **C→**

Levitation—Hold **R + Z**, press **C←, C→, C←, C→**

Game Timer—Hold **Z** and enter the following sequence: Hold **C↑**, tap **C→**, hold **C→**, tap **C↑**

New York Cabs—Press **R, L, Z, C→, C↑, C→**

Frame Scale—Hold **C↑**, tap **C→**, hold **C→**, tap **C→**

Tire Scaling—Hold **C→**, tap **C↓**, hold **C↓**, tap **C→**

Fog Color—Hold **Z**, press **C↑, C↑, C↑**

SAN FRANCISCO RUSH

Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8 D P S K G S L 4 G S 9 P

G 9 2 W V C Q Y 0 D R D Q

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored." When the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track select screen appears, press the **Z** button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team *Rush*" Formula 1 racer.

Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold **C→**, press **Z**, release both, tap **Left** on the D-pad, then press **B, B, B** to return to the main menu.

2) Choose "Setup," at the setup screen, hold **C↓**, press **Z**, release both, tap **Up** on the D-pad, then press **B** to return to the main menu.

3) Choose "One Race" again; at the Select Track screen, hold **C↓**, press **Z**, release both, tap **Right** on the D-pad, then press **A** to advance to the Select Car screen.

4) At the Select Car screen, hold **C→**, press **Z**, release both, tap **Down** on the D-pad, then the **L** button, then the **R** button; you'll hear a signal to confirm the code. Now press **B** to return to the Select Track screen, where you'll find that Track 7 is now available.

SCOOBY-DOO! CLASSIC CREEP CAPERS

Cheat Codes

At any time during the game while you are in control of Shaggy (but not at the inventory screen or pause menu) enter either of the following codes using the **C** buttons and the D-pad.

Infinite Courage Meter—Hold **L** and press **C↓, C→, C←, C↑, Up, Right, Down, Left, Up, Left, Down, Right, Up, Down**

Skip to the Next Episode—Hold **L** and press **C←, C↑, C←, C↑, Up, Down, Up, Down, Right, Left, Right, Left.**

SNOWBOARD KIDS

Cheat Code

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press **Down, Up** on the analog joystick, then **Down, Up** on the D-pad, then **C→, C←, L, R, Z**, then **Left** on the D-pad, **C→, Up** on the analog joystick, **B, Right** on the D-pad, **C↓, START**, you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

SNOWBOARD KIDS 2

Cheat Code

At the title screen, carefully enter the following code: Press **Z, B, C→, Down** on the D-pad, **Left** on the analog joystick, **Right** on the analog joystick, **Up** on the D-pad, **R, Z, A**. This code unlocks the secret characters, the secret courses and a new "Special" board style in the Board Shop.

SOUTH PARK

Cheat Menu

Choose "Enter Cheat" from the main menu and enter the passcode "BOBBYBIRD." This adds a new selection called "Cheats" to the main menu and the "paused" menu. The cheats menu allows you to become invincible, skip stages, access all weapons, unlock all of the characters in multiplayer mode and more.

SPACE STATION SILICON VALLEY

Stage Select

At the Bank Select menu, enter any of the following codes to unlock the game's levels. Note: You must enter the codes quickly—and use the D-pad, not the analog stick.

Unlock all Euro Eden levels—**Up, Down, L, Z, Down, Up, Z, Down**

Unlock all Arctic Kingdom levels—**Up, Down, Z, L, Down, C↓, Z, Down**

Unlock all Jungle Safari levels—**Up, Down, L, Z, Down, C→, Z, Down**

Unlock all Desert Adventure levels—**Up, Down, L, Z, Down, Left, Z, Down**

Unlock "Big Celebration Parade"—**Up, Down L, Z, Down, Right, Z, Down**

Unlock secret shoot-'em up level—**Down, Up, Z, L, Down, Left, Z, Down**

SPIDER-MAN

Cheat Codes

From the main menu, select "Special," then select "Cheat" from the following menu. At this screen you may enter any of the following cheat codes. A special text message will appear each time you enter one correctly. Note the spaces in some of the codes.

TRUBLEVR—Unlock everything

LVLSKIPPER—Level select

TURTLE—Invulnerable

STICKYSTUF—Infinite webbing

CLTTHMALL—Unlock everything in the Comic Collection

WHOSINTGM—Unlock everything in the Character Viewer

SMESTORY—Unlock everything in the Slide Show

COV VEIW—Unlock all game comic covers

STAR WARS: EPISODE I—BATTLE FOR NABOO

Passcodes

Each of the following codes can be entered at the Passcode menu that's accessible from the Options screen.

L E C & F I V E—Unlock all levels

D R O I D E K A—Advanced shields

P A T H E T I C—Unlimited lives

O V E R L O A D—All power-ups

NASTYMDE—Makes the game more difficult

E W E R D E A D—Expert mode (one hit destroys your vehicle)

D R J E K Y L L—Terrain near the horizon waves up and down

R U A G I R L ?—Turns your vehicle pink

K O O L S T U F—Unlocks an "Art Gallery" option at the Showroom menu

W A K E U P—Unlock a "Concert Hall" option at the Showroom menu

M E M E M E !—View credits

L O V E H U T T—Shows a photo of the game's developers

T A L K T O M E—Enables an "audio commentary" soundtrack, you'll hear the developers talking about the game while you play.

STAR WARS: EPISODE I RACER

Cheat Menu

Choose "Tournament" from the main menu. When the "Select Player" screen appears, choose any "empty" slot. When the "Please Enter Your Initials" screen appears, enter the passcode "R R T A N G E N T A B A C U S" by holding the **Z** button and pressing **L** to select each letter. Note that this procedure is not the same as choosing letters with the **A** button, if you hold **Z** and select letters with **L**, your code will appear in much smaller letters in the lower left corner of the screen. Also, you must complete the code by continuing to hold **Z** as you highlight "END" and press **L**; the letters "OK" will appear in the corner of the screen if you've entered a code properly. With this code in place, release **Z** and enter your initials. Next, start a race and press **START** to pause. At the pause menu, press **Left, Down, Right, Up** on the D-pad, a new option called "Game Cheats" will appear. At the "Game Cheats" menu, use the joystick and D-pad to highlight the different options and change their parameters. You can make yourself invincible or "mirror" the track at this screen or even adjust the parameters that the game uses to determine when a collision will destroy your vehicle. Highlight "Edit Vehicle Stats" and press **A** to access another menu that allows you to tweak the performance of every vehicle in the current race. Also, if you set the "Debug Level" option to anything but 0, you can also use the following commands at any time during a race:

- Hold **Up** on the D-pad to fast-forward
- Hold **Down** on the D-pad to reverse at high speed
- Press **Right** on the D-pad to self-destruct
- Hold **Left** on the D-pad to make your vehicle invisible
- Hold **Z + Left** on the D-pad to see an x-ray view of the current screen (this also works at the menu screens after and between races)

Special Control Scheme

Using the procedure described above under "Cheat Menu", enter the passcode "R R D U A L" at the "Please Enter Your Initials" screen and remember to choose "END" with the **Z** and **L** buttons to get the "OK" signal. This code changes the game to allow you to use the analog joysticks on two controllers to drive your pod racer. Pressing Up on the joystick propels you forward, press **Down** to steer. The controller ports are assigned as follows:

Player 1, left pod: Controller 1

Player 1, right pod: Controller 3

Player 2, left pod: Controller 2

Player 2, right pod: Controller 4

Note that the controls may not work properly if you plug the extra controller(s) in after the game has already been turned on. For best results, make sure you have all of the necessary controllers connected to the N64 before you turn the machine on.

STAR WARS: ROGUE SQUADRON

Secret Passcodes

Choose "Passcodes" from the Options menu and enter any of the following codes to unlock different features:

A C E—Higher difficulty

B L A M E U S—Group shot of developers

C H I C K E N—Access bonus level

C R E D I T S—See the game's credits

D E A D D A C K—Unlocks all stages at the Select Level screen

D I R E C T O R—Enables "Showroom" menu at the Options screen

F A R M B O Y—Unlock Millennium Falcon at the "Select Your Craft" screen

I G I V E U P—Infinite lives

K O E L S C H—Changes the V-Wing into an automobile

M A E S T R O—Enables the "Concert Hall" option at the "Showroom" menu

R A D A R—Alternate radar

T O U G H G U Y—Finish levels with 0:00 completion time, all friendly saves and bonuses collected

T I E D U P—With the "FARMBOY" code in place, highlight the Millennium Falcon at the "Select Your Craft" screen and press **Up** to access the TIE Interceptor

Unlock Naboo Starfighter

Choose "Passcodes" from the Options menu. Enter the code "H A L I F A X ?" and select "Enter Code," then enter the code "I Y N G W I E I" and select "Enter Code" again. You won't get any confirmation that the codes have been accepted, but the next time you're at the "Select Your Craft" screen you'll see that the Naboo Fighter from *Star Wars Episode I: The Phantom Menace* has been permanently added to the list of available ships.

STAR WARS: SHADOWS OF THE EMPIRE

Cheat Mode

Enter your name as "__Wampa__ __Stompa" or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press **START** to pause, when the pause menu appears, hold **L + R + Z + C← + C→ + C↓ + C↑ + Left** on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to

the right, and once more to the left, you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters (Now you can release all of the buttons!) Use **L** and **R** to scroll through the different cheat codes and press **A**, **B** or **START** to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press **Up** on the analog joystick to change the messaga to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you Press **Down** to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press Up on the analog joystick to turn this option "on," now you can walk into walls and go right through locked doors. Press **Down** to deactivate.)

You'll notice the new item at the pause menu called "Game Secrets," check this out to find some additional cheats that you can use in certain stages one of them gives you a fully three dimensional mapping system Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked

SUPERCROSS 2000

Secret Codes

At the Select Event screen, Press **C▶** A prompt will appear that will allow you to enter any of the codes below You'll get confirmation from the announcer after entering a correct code If the code is incorrect, the announcer will say something negative, like "That just can't be fun "

N O C R 4 S H—The bikes never crash
B 1 G B 1 K 3 S—The bikes are big
G 1 4 N T S—Giants on mini-bikes
M 3 R C V R Y—Mercury gravity
V 3 N V S—Venus gravity
M O O N—Moon gravity
M 4 R S—Mars gravity
J V P 1 T E R—Jupiter gravity
S 4 T V R N—Saturn gravity
V R 4 N V S—Uranus gravity
N 3 P T V N 3—Neptune gravity
P L V T 0—Pluto gravity
H O P—Add hop button
M O R 3 C 4 M S—Extra camera modes
N O R 1 D 3 R S—No riders on bikes

SUPERMAN

Super Cheat Code

At the main menu—the one that says "New Game," "Load Game," etc—press **C▶**, **C▼**, **C◀**, **C▲**, you'll hear Clark Kent say "This looks like a job for Superman!" to confirm the code Now you can enter the followng codes at any time during the game

- To skip the current level, press **START** to pause the game, then press **C▶**, **C▼**
- To refill your energy meter, press **START** to pause the game, then press **Z**, **R**
- To refill your super-speed ability, press **START** to pause the game, then press **R**, **Z**
- To refill your freezing breath ability, press **START** to pause the game, then press **Z**, **L**
- To refill your heat vision ability, press **START** to pause the game, then press **R**, **L**
- For super punching ability, press **START** to pause the game, then press **L**, **Z**

TARZAN

Stage Select

At the main menu, enter the following code using the D-pad (not the analog joystick) **Left, Left, Right, Right, Up, Down, Left, Right, Up, Up, Down, Down, Down, Down** A new menu item, "Cheats" will appear After entering this menu, you can press **Right** and **Left** to cycle through the different lists of stages

TETRISPHERE

Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES". A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen

Stage Select

Choose "Single" from the main menu, then choose the "New Name" option At the name entry screen, hold **C▶** + **C▼** and press the **L** button, you'll see the numbers on the menu change to different characters Use these new characters to enter the following "name": Saturn, Flying Saucar, Rocketship, Heart, Skull Now choose "Start" and enter the "Rescue," "Hide + Seek" or Puzzle" game modes, you can now choose any stage to start on

TONY HAWK'S PRO SKATER

Cheat Codes

At any time during gameplay, press **START** to pause the game, then hold down **L** and enter any of the codes below You'll see the text on the screen shake from left to right upon entering a correct code You may have to restart a game or back out to the main menu to see some codes' effects

Slow motion—**Down, Down, C◀, C▶, Left**
Fast motion—**Right, Up, Down, Down, Up, Down**
High speed—**C▲, Left, C▶, C◀, Up, Down, Right**
Add "Skip to Restart" menu item—**C◀, C▶, C▼ Up, Down**
10 point stats—**C◀, C▶, Left, Up, C▼**
13 point stats—**C◀, C▶, Left, Up, Down**
Score x10—**Down, Right, Up, Right, Up, Left, C◀**
Obtain all tapes—**C▶, Left, Up, C▲, C▲, Right, Down, Up**
Perfect balance—**C◀, C▶, Left, C▶, Right, Up, Down**
Girl's picture—**C◀, C▼, C▶, C◀, C▶, C▶**

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below You'll see the pause menu shake left to right briefly after entering a correct code

Infinite Special—Hold **L** and press **C▲, C▶, C◀, Right, C▶ Right**
Perfect balance—Hold **L** and press **C▼, Right, Down, C◀, C▼, C▲, C▶, C◀**
Low gravity—Hold **L** and press **C▶, C◀, Up, C▶, Down, Right**
Super low gravity—Hold **L** and press **C▼, C◀, C▶, C◀, Up, C▶, Down, Right, C▼, C▶**
10x points—Hold **L** and press **C▼, C▼, C▼, C▼, C◀, C▶, Right**
Unlock "Skip to Restart" option at the "Paused" menu—Hold **L** and press **C◀, C▼, C▶, Down, C▶, C▲**
Slow motion tricks—Hold **L** and press **C▲, Down, Left, C◀, C▼, C▲, C▶**
Simulation mode (more realistic physics)—Hold **L** and press **Left, C▶, Right, Down, C▶, Up, Up**
Improved stats—Hold **L** and press **Down, Up, C▶, C◀, Down, Up, C▲**

TOP GEAR OVERDRIVE

Cheat Codes

Each of the following codes can be activated by highlighting different options at the main menu screen and pressing the **Z** button at each one. Each time you enter a code correctly, you'll hear a sound and a smiley face will appear at the bottom of the screen.

- Unlock first bonus car—Highlight "Credits," then "Versus," then "Setup," then "Championship," then "Versus," then "Versus" again, pressing the Z button at each stop
- Unlock second bonus car—"Championship," "Credits," "Versus," "Setup," "Versus," "Championship," "Setup," then "Credits"
- Unlock third bonus car—"Versus," "Versus," "Championship," "Credits," "Championship," "Versus," "Championship," "Credits," "Setup," "Versus," then "Setup"
- Unlock all cars—"Credits," "Credits," "Versus," "Credits," "Setup," "Championship," "Championship," "Championship," "Championship," "Versus"
- Skip to Season 4—"Versus," "Championship," "Championship," "Credits," "Setup," "Setup," "Championship"
- Skip to Season 5—"Setup," "Championship," "Credits," "Versus," "Versus," "Setup," "Championship," "Versus," "Credits," "Championship"
- Skip to Season 6—"Credits," "Setup," "Versus," "Championship," "Championship," "Credits," "Championship," "Versus," "Setup," "Championship," "Credits," "Setup," "Setup"
- Alternate credits—"Setup," "Setup," "Championship," "Versus"

TOP GEAR RALLY 2

Secret Codes

Enter any of the codes below at the main menu You may disable a code by entering it a second time For the Hi Res Mode code, an expansion pak is required

Hi Res Mode—**C◀, C▶, Left, L, L**
Chubby World View—**Z, C▶, L, Up, Right**
No Depth View—**Z, C▶, R, Up, Right**
Speed Warp View—**Z, C▶, R, Up, Right**
Speed Based Aspect Ratio—**Z, C◀, L, Up, Right**
Intoxicated AI Cars—**C▶, C▶, Right, Right, Down**
No Damage or Failures—**L, Z, START, Up, Up**
Bouncy Cars—**C▶, C▶, R, Up, Left**
Award 100,000 Sponsor Credits in support van—**L, Z, START, L, L**
Award maximum Championship Points in support van—**L, C▶, Left, L, L**
Repair all car damage in support van—**L, Z, R, L, START**
Toxic Waste Dump—**C▶, C▶, R, L, Up**
Volcano Valley—**C◀, Z, R, L, Down**
Upside-Down World—**C▲, Z, START, Up, Down**
Spinning World—**R, C▶, R, Up, Right**
Real Hills—**L, Z, Left, Up, START**
Shadow Racer—**C▲, Z, Right, Up, Z**
Tall Car—**C◀, Z, START, Left, Down**
Long Car—**C▶, C▶, Right, Left, Left**
Giant Car—**R, C▶, R, Left, Up**
No Tires—**R, C▶, R, Down, Down**
Tires Only—**C▼, Z, Right, Left, Right**
Monster Tires—**C▶, C▶, Right, Down, Up**
Cylinder Tires—**C▶, Z, Right, Down, Right**
Wobble Tire—**R, C▶, START, Down, Z**

TOY STORY 2

Level Select

At the main menu, press **Up, Up, Up, Up, Down, Down, Up, Up, Down, Down, Down** You must use the analog joystick for the code to work You'll hear a special sound effect after correctly entering it When you start a new game, you'll be able to select any level.

VIGILANTE 8

Cheat Codes

Choose "Passcode" from the Options menu and enter any of the following codes to get different effects

L I V I N G _ F O R E V E R—Invincibility
L E V E L _ S H O R T C U T—Unlocks Sand Factory and Secret Base levels
G A N G S _ U N L O C K E D—Unlocks all vehicles except flying saucer
G I M M E _ D A _ A L I E N—Unlocks flying saucer
J T B T 7 C F D 1 L R M G W—Unlocks everything

VIGILANTE 8 2ND OFFENSE

Secret Codes

Select "Options" from the main menu Make sure the cursor is on "Game Status," then press A twice Next, press the L and R buttons at the same time You'll then be able to enter a code at the bottom of the screen

Unlock all characters—LLA_KCOLNU
Invincibility—ELBICNIVNJ
Max stats—LLA_DORTOH
Super missiles—BLAST_FIRE

WAR GODS

Play as Grox

At the character-select screen, quickly press **Down, Right, Left, Left, Up, Down, Right, Up, Left, Left** You'll hear the announcer say, "All too easy!" to confirm the code Now press any button to choose the highlighted character, Grox will not appeer until the fight begins

Play as Exor

At the character-select screen, quickly press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down** You'll hear the announcer say, "All too easy!" to confirm the code Now press any button to choose the highlighted character, Exor will not appear until the fight begins

Infinite Continues

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **C◀, C▶, Right, A, B, C▲, C▶** You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly Now access the Options menu and highlight the "Continues" option, you'll find a new setting called "Free Play."

Cheat Menu

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press **Right, Right, Right, B, B, A, A** You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly Now access the Options menu, you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears

WINBACK

Codes

Enter these codes at the title screen You must anter each one quickly before the screen fades out You'll hear a gunshot sound affect just as the main menu appears if you've performed the code correctly

Unlock Trial mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C▶** and press **START**
Unlock Max Power Mode—**L, C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶, C▶, L + START**
Unlock all characters in Varsus mode—**Up, Down, Down, Right, Right, Right, Left, Left, Left, Left, hold C▶** and press **START**

WIPEOUT 64

Main Menu Codes

Each of these codas can be entered at the "Game Select" menu, the screen will flash green to confirm proper code entry To deactivate a code, just enter it again

Unlock Piranha II team—Hold **L + R + Z** and press **C▶, C▼, C▼, C▼, C▶, C▶, C▶**
Unlock Velocitar track—Hold **L + R + Z** and press **C▶, C▶, C▶, C▶, C▶**
Power up weapons—Hold **L + R + Z** and press **C▶, C▶, C▼, C▶ C▶, C▼, C▶**

In Game Codes

Each of these codes can be entered during a race, the screen will flash green to confirm proper code entry You can also enter these codes while the game is paused, if you do so, you won't see the green flash until you unpause To deactivate a code, just enter it again

Race doesn't end when timer expires—Hold **L + R + Z** and press **C▶, C▶, C▶, C▼, C▶, C▶, C▶, C▼**
Infinite shield energy—Hold **L + R + Z** and press **C▶, C▶, C▶, C▶, C▶, C▶, C▶**
Unlimited weapons—Hold **L + R + Z** and press **C▼, C▼, C▶, C▶, C▶, C▶, C▲**

WORLD DRIVER CHAMPIONSHIP

Unlock All Teams & GT2 Cars

At the team select menu in Championship mode, enter the following code on Controller 2 (using the D-pad, not the analog joystick) **Z, Right, Z, Z, Z, B, C▶, A, Right, START** Now all of the teams and their cars will be available

Unlock All Sydney Tracks

From the main menu, select "Championship " Next, select "New Game " enter "FROZENSKY" as your name When you exit back out to the main menu, all the Sydney tracks will be available

Top View

During game play, press **Up, Up, Up, A, Laft, A, A, A** The camera view will immediately change after entering the code correctly

XENA WARRIOR PRINCESS

Secret Codes

At the main menu, press **Right, Right, Laft, Left, Right, Left,** Right on the D-pad You'll hear a special sound effect after entering it correctly Next, enter any of the following codes

Unlock Despair—**C◀, C▶, C◀, C▶**
Unlock Bunny Despair—**C◀, C▲, C▶, C▶**
Let Xena battle Gabnelle in Quest mode—**C▲, C◀, C◀, C▲**
Unlock "Titan" difficulty level—**C▲, C▼, C▲, C◀**

Battle Codes

At any time during a battle, hold down the Target button (Usually **A**) and press **Right, Right, Left, Left, Right, Left, Right** on the D-pad You'll hear a special sound effect after entering it correctly Next, enter any of the following codes

Invisibility—Strong Kick, Strong Kick, Strong Kick, Weak Kick, Target
Ice Fighters—Strong Punch, Strong Punch, Target
Invincibility—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Target
One-Hit Kills—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Jump
Big Heads—Crouch
Big Feet—Jump
Snow Fighters—Strong Punch, Strong Punch, Crouch
Red Nose—Weak Punch, Weak Punch, Target
Purple Nose—Weak Punch, Weak Punch, Crouch
Green Nose—Weak Punch, Weak Punch, Jump
Icy Stage—Weak Punch, Weak Punch, Weak Punch, Weak Kick, Weak Kick, Target
Take Less Damage—Strong Punch, Strong Punch, Strong Punch, Weak Kick, Weak Kick, Weak Kick, Crouch

ARMY MEN ADVANCE

Passwords

Q G Q N R T P C—All Levels Unlocked (Sarge)
N Q R D G T P B—All Levels Unlocked (Vikki)

DOOM

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following cheat codes at the pause menu. Note: If you enter the codes too fast, they won't work.

Hold **L + R**, press **B, A, A, A, A, A, A, A**—Computer area map
Hold **L + R**, press **B, B, A, A, A, A, A, A**—Radiation shielding suit
Hold **L + R**, press **A, A, B, A, A, A, A, A**—God Mode
Hold **L + R**, press **A, B, B, A, A, A, A, A**—All weapons + refill ammo
Hold **L + R**, press **B, A, B, A, A, A, A, A**—Berzerk
Hold **L + R**, press **B, B, B, A, A, A, A, A**—Temporary invulnerability
Hold **L + R**, press **A, B, A, A, B, B, B, A**—Skip to next level
Hold **L + R**, press **A, B, A, A, B, B, A, A**—Skip ahead 10 levels

EARTHWORM JIM

Stage Select

At any time during the game, press **START** to pause, then enter any of the following codes while the screen is dark to go directly to another stage.

- **Right, R, B, A, L, L, A, R**—Skip to the next stage in order
- **SELECT, R, B, Down, L, B**—Warp to "What the Heck?"
- **Up, L, Down, A, R, A**—Warp to "Down the Tubes"
- **R, Up, SELECT, L, R, Left**—Warp to "Snot a Problem"
- **R, L, A, B, B, A, L, R**—Warp to "Level S"
- **Right, Left, R, L, A, R**—Warp to "For Pete's Sake"
- **L, A, Up, R, A, R, A, SELECT**—Warp to "Buttville"

F-ZERO: MAXIMUM VELOCITY

Unlock the Jet Vermillion

At the name entry screen, select "Entry," then enter your name as "T&T". Next, start any game under that name. When you reach the machine selection screen, press **L, R, START, R, L, SELECT**. A secret password screen will appear. Enter **V - J 4 + 6 V 9 A - 3 0** as your password. Now you'll be able to select the Jet Vermillion.

FIRE PRO WRESTLING

Unlock All Wrestlers

Choose "Edit" from the main menu, then access the "Edit Wrestler" option and select "Name Entry" at the Wrestler Edit Menu. Enter the following names exactly as shown.

- Change the nickname from "Fire Fighter" to "ALL"
- Change the first name from "FIRE PW" to "STYLE"
- Change the last name from "A" to "CLEAR"

Now press **START** to confirm. Notice that the wrestler's name has not changed on the Wrestler Edit Menu. Now all of the secret wrestlers have been unlocked.

GT ADVANCE CHAMPIONSHIP RACING

Secret Codes

Enter any of the following codes at the title screen.

- Hold **L + R + Up** and press **B** to watch the ending credits
- Hold **L + R + Right** and press **B** to unlock Extra 1 mode (go kart racing)
- Hold **L + R + Left** and press **B** to unlock Extra 2 mode (formula car racing)
- Hold **L + R**, point the D-pad in the **Down/Right** position and press **B** to unlock all tuning parts
- Hold **L + R**, point the D-pad in the **Up/Left** position and press **B** to unlock all cars
- Hold **L + R**, point the D-pad in the **Up/Right** position and press **B** to unlock all courses

Password

S/PD W1/H LBQB >VbB—Unlock all Championship Mode classes

IRIDION 3D

Stage Select

Enter the Password entry screen and enter the code ***SH0WT1M3***. Now you'll find two new items at the Options menu. "Start Level" allows you to start at any stage and "Start at Boss" lets you skip directly to the boss of the stage you chose.

Quick Exit

Enter the Password entry screen and enter the code ***S3L3CT0N*** (be sure to include the * symbols). Now you can exit to the title screen at any time by pressing the **SELECT** button during the game.

Picture Gallery

Enter the password ***G4LL3RY*** (be sure to include the * symbols). This allows you to view a "slide show" of *Iridion 3D* artwork.

MEN IN BLACK: THE SERIES

Cheat Passwords

L V F R V R D D—Invincibility
N F N T M M D D—Infinite ammo
L L W P N S D D—Have all weapons

Stage Passwords

F G H T R M N S—Episode Two: Forest Landing Site
H S D S H S B S—Episode Three: Alien Technology Lab
M X N M S N N G—Episode Four: Rocket Silo
T H X B X S C K—Episode Five: MIB Safe House
N N T N D W N Y—Episode Six: Halloween in Manhattan

NFL BLITZ 20 02

Secret Teams

At the title screen—after the words "PRESS START" appear—press **A, B, SELECT, Up, Right, Down**, you'll hear a voice say, "Wooh, yeah!" to confirm the code. Now you can access two secret teams in Exhibition mode: the Emerson Ogres and Team Midway.

Secret Teams

Enter any of the following codes at the "VS" screen right after you choose your opponent's team. The numbers represent the number of times you have to press the **L, B** and **A** buttons respectively in order to change the symbols at the bottom of the screen, followed by the **R** button to confirm. For example, to enter the Infinite Turbo code, press **L** four times, **B** three times, **A** twice, then **R** to confirm the code. You have a limited amount of time before the game starts, so you must enter the codes quickly if you want to use more than one.

4-3-2—Infinite Turbo
1-3-2—Ancient coliseum
2-2-S—Snow stadium
3-1-3—Shadow players

PAC-MAN COLLECTION

Pac Attack Puzzle Mode Passwords

S R Y—Stage 10
M W S—Stage 20
W H T—Stage 30
R M N—Stage 40
W L C—Stage 50
T M P—Stage 60
W T M—Stage 70
B S K—Stage 80
B T F—Stage 90
L S T—Stage 100

PITFALL: THE MAYAN ADVENTURE

Unlimited Continues

When you lose your last life and the "Continue" screen appears, highlight the "Continue" option and press the **B** button quickly and repeatedly. Instead of being reduced by just one, you'll see your remaining continues change to "0," then "9"—but you have to be quick enough to do it before Harry Jr. runs off the screen. Now the number of continues will remain at nine each time you run out of lives.

Stage Select

At the title screen, wait until the boomerang appears, then press **L, SELECT, A, SELECT, R, A, L, SELECT**, you'll see the name of the first stage ("Forest 1") appear in the center of the screen. Now hold **SELECT** and use the **L** and **R** buttons to choose a starting stage, when you start the game, you'll go directly to the stage you chose. Note: With this code in place, if you press the **SELECT** button while the game is paused, you'll be sent back to the title screen.

Level Warp

With the stage-select code in place as described above, start a game, then hold the **SELECT** button and you can use the **D**-pad to move Harry Jr. to any part of the current stage.

Infinite Weapons

With the stage-select code in place, you can also refill your weapon supplies at any time during the game if you hold the **SELECT** button and press **B**, you'll see the item counters jump to 99.

RAYMAN ADVANCE

Secret Codes

At any time during gameplay, press the **START** button to pause the game, then enter any of the following codes. After entering a correct code, you'll hear a special sound effect. You will have to exit the current level to see the effects of the "Unlock all levels" code.

99 lives—**Left, Right, Down, Right, Left, R**
Unlock all levels—**Up, Left, Right, Down, Right, L**
Invincibility—**Right, Up, Right, Left, Right, R**
All powers—**Down, Left, Right, Left, Up, L**
25 extra Tings—**R Up, Left, Right, Left, L**

Infinite Continues

At the "Continue!" screen, press **Up, Down, Right, Left, START** before the timer expires. If you enter the code correctly, the number of remaining continues will remain the same; you can repeat this code each time you run out of lives to continue indefinitely. NOTE: This code will not work unless the number of continues remaining is three or less.

READY 2 RUMBLE BOXING: ROUND 2

Secret Characters

Enter the following codes at the main menu to unlock the three hidden characters. You'll hear a cheer to confirm each code.

- Michael Jackson—Highlight the word "Arcade," then press **Left, Left, Right, Right, Left, Right**, then **L + R** simultaneously
- Rumbleman—Highlight the word "Championship," then press **Left, Left, Right, Left, Right, Right, Left, Right, Left**, then **L + R** simultaneously
- Shaquille O'Neal—Highlight the word "Survival," then press **Left, Left, Left, Left, Right, Right, Left, Left, Right**, then **L + R** simultaneously

SPIDER-MAN: MYSTERIO'S MENACE

Password

Enter the password "J V 3 1 -" to begin the game with all of the levels unlocked and all of the items in your inventory.

SPYRO: SEASON OF ICE

Stage Select

At the title screen—while the words "Press Start" are flashing—press **Down, Up, Down, Left, Right, Up, Left, Up, A**, you'll hear a chime to confirm the code. Now you can skip to any point in the game by highlighting the name of a stage in the Atlas and pressing **A**.

TETRIS WORLDS

"Popular" Mode

Choose "Marathon" from the main menu, then hold **L** and press **SELECT** at the "Select Game" screen in Marathon mode. A new option called "Popular" will appear; this mode features simplistic graphics which are more like the original *Tetris* and does not include the "Ghost Piece" feature.

TONY HAWK'S PRO SKATER 2

Main Menu Cheat

The following code can be entered at the main menu screen. Each time you enter a code correctly at this screen, the menu wheel will spin and you'll hear a signal to confirm.

- Hold **R**, press **START, A, Down, B, A, Left, Left, A, Down**—Changes all of the blood and grinding "spark" effects to smiley faces (enter the code again to disable it)

"Paused" Menu Cheats

Press **START** during a game and you can enter any of the following codes at the "Paused" menu. Each time you enter a code correctly, the screen will shake and you'll hear a signal to confirm.

- Hold **R**, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, START**—Unlock Spider-Man as a playable character
- Hold **R**, press **A, Left, Left, Up, Right, B, A, START**—Unlock Mindy as a playable character
- Hold **R**, press **A, START, A, Right, Up, Up, Down, Down, Up, Up, Down**—Gives you enough money to unlock all of the game's levels
- Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks the two secret characters and gives you all the money in the game)
- Hold **R**, press **Left, A, START, A, Right, START, Right, Up, START**—Zoom in and out repeatedly (enter the code again to disable its effects)
- Hold **R**, press **Left, Up, START, Up, Right**—Sets the stage timer to 0:00, ending your run immediately (this code doesn't have any effect in Free Skate mode)

Additional Cheats

Each of the following codes can be entered either at the main menu or the "Paused" menu.

- Hold **R**, press **B, A, Down, A, START, START, B, A, Right, B, Right, A, Up, Left**—Unlocks all of the cheats at the Options menu
- Hold **R**, press **B, Left, Up, Down, Left, START, START**—Disable blood effects (enter the code again to turn the blood effects back on)
- Hold **R**, press **Right, A, Down, B, A, START, Down, A, Right, Down**—This code will not work unless you have already unlocked Spider-Man as a playable character. With the code in place, if you play as Spider-Man and do a wall ride, you will continue to move up the wall until you hit the ceiling or the edge of the screen.
- Hold **R**, press **B, A, Left, Down, B, Left, Up, B, Up, Left, Left**—All levels 100% complete (this code also unlocks all of the cheats at the Options menu, the two secret characters and gives you all the money in the game). Note: If you enter this code at the main menu and not the "Paused" screen, you must immediately choose the "Continue Career" option from the Career Mode menu or the code's effects will not appear.

TIPS & TRICKS: Reader Art Gallery



by Blake Carris, Acworth, GA



by James Odom, Perry, FL



by Luke Lahman, Oakdale, CA

ACTION MAN: SEARCH FOR BASE X

Password

Enter the password "7 ! B I" to unlock all of the game's stages

ASTEROIDS (Game Boy Color version)

Passwords

Enter these passwords from the "Single Player" option under the main menu

SPACEVAC—Zone 2
STARSBRN—Zone 3
WORMSIGN—Zone 4
INCOMING—Zone 5
PROJECTX—Unlock Excalibur ship
QRTREATR—Unlock *Classic Asteroids*. The option to play *Classic Asteroids* will appear on the main menu
CHEATONX—Unlock cheat menu. Press **SELECT** in the middle of a game to activate the cheat menu. You'll be able to warp instantly to any stage. Also, setting "Hits off" to 001 will make your ship invincible.

ATLANTIS: THE LOST EMPIRE

Stage Passwords

DCNC—Ulysses
XDKV—Cove Causeway
CFCS—Fire Trial
DHCV—Ice Trial
TJJT—Volcano Bed
JMFJ—Atlantis Internal
QNFS—Treachery

AUSTIN POWERS: OH BEHAVE!

Cheat Code—Platform Game

Enter the code "RAT POISON" at the "FAB-DOS" screen and press **B**, you'll get a confirmation message that says "Viva Las Vegas Baby, Yeah!" Now Austin is invincible in the "Platform" mini-game.

Cheat Code—Mojo Maze

Enter the code "SPEEDY" at the "FAB-DOS" screen and press **B**, you'll get a confirmation message that says "Faster Mojo!" Now Austin moves much faster in the "Mojo Maze" mini-game

Unlock Gifts

Enter "FAB-DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word

GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
GET YOU—"Evacuation 1" sound
JUMBO—"Evacuation 2" sound
NO MOJO—"Goo sound" sound
MAGPIE—"Peeing" sound
IDIOT—"So who is he?" sound
SPRINGER—"Elvis lives!" wallpaper
LOOK—"Foxy Felicity" wallpaper
TWO OF US—"Sausages" wallpeper
TEARS—"Hands Up!" wallpaper
SPACE—"Bust an O-Ring" wallpaper
STEIN—"Fembot Vanessa" wallpeper
CCTV—"Ivana" wallpaper
HANDS—"Driving" wallpeper
TEETHING—"Austin steam" wallpaper
DOG—"Swallow's Eye" wallpeper

AUSTIN POWERS WELCOME TO MY UNDERGROUND LAIR!

Cheat Codes

Enter the code "INVINCIBLE" at the "EVIL-DOS" screen and press **B**, a confirmation message will appear. Now you'll have infinite lives in the "Mojo Maze" mini-game. Also, if you enter the code "12SCC", Dr. Evil will move much faster in the "Mojo Maze" game

Unlock Gifts

Enter "EVIL DOS" and enter any of the following cheat codes to unlock special sounds (for the "Sample Player" in the Programs menu), screen savers (under "Groovy Stuff") and wallpaper pictures (available from the "Backgrounds" option at the Mojo menu). You must press **B** after typing each word

GRACE—"Moving Logos" screen saver
CHRISTMAS—"Flowers & Evil" screen saver
MINI LAUGH—"Mini Me Hehehe" sound
TABLE—"Table Problem" sound
HUG—"Hug" sound
DOCTOR—"Evil Dr" sound
SUPERVISOR—"The Boss" sound
ANOTHER PLAN—"Plan 2" sound
ELVIS—"Springer Evil" wallpaper
FOXY—"Evil Look" wallpaper
BANGERS—"Evil & Mini-Me" wallpaper
STICKUP—"Evil Tears" wallpaper
OIL RING—"Mini-me in space" wallpaper
TASTY FEMBOT—"Evil-Stein" wallpaper
IVANA YUM—"Evil CCTV" wallpaper
DRIVING—"Mini-Me hands" wallpaper
STEAM—"Teething" wallpaper
SWALLOW—"Alpha-Dog" wallpaper

BATTLETOADS IN RAGNAROK'S WORLD

Five Extra Toads

At the title screen, hold **Down, A** and **B**, then press **START**. You'll start the game with five lives instead of three

BUBBLE BOBBLE PART 2

Stage Select

Enter ▶ S ▶ V as your password, then press the **START** button. A stage-select menu will appear on the title screen

BUST-A-MOVE MILLENNIUM

"Hidden" Puzzle Mode (Normal Field)

At the title screen—while the words "PRESS START" are flashing—press **A, A, Down, Up**. A purple Space Invader will appear in the lower left corner of the screen to confirm the code. Now choose "Puzzle Mode" from the Stage Clearance menu and select "Normal Field" when the Mode Select screen appears. You'll be able to choose a new "Hidden Mode" from the next screen, it has a completely new set of puzzles

"Hidden" Puzzle Mode (Wide Field)

At the title screen—while the words "PRESS START" are flashing—press **Left, Right, B, B**. A yellow Space Invader will appear in the lower left corner of the screen to confirm the code. Similar to the "Normal Field" cheat above, this code gives you the opportunity to select "Hidden Mode" when you choose the Wide field in Puzzle Mode

Unlock All Secret Characters

At the title screen—while the words "PRESS START" are flashing—press **B, A, B, Down**. A blue Space Invader will appear in the lower left corner of the screen to confirm the code. Now you will find eight additional characters to choose from (including Bob, Dreg and Sonic Blast Man) in any game mode that has a character-select menu

BUZZ LIGHTYEAR OF STAR COMMAND

Stage Select

Enter the password "B V V B B" to gain access to Planet Z and all of the preceding levels

CALIMAGEDDON

Secret Password

Enter 0 Z 6 S Z D ♀ V as a password to unlock all stages. You'll also start with the Abba Cab and 40,000 credits

CARROT CRAZY

Stage Skip

Choose "Options" at the title screen, then access the Password option and enter the following sequence: Tazmanian Devil, Elmer Fudd, Daffy Duck. Now start the game. At any time during play, press **START** to pause, then press **SELECT** to warp to the end of the current stage

CHICKEN RUN

Cheat Passwords

Enter any of the following codes at the password screen. See page 30 of the game's instruction manual to learn the names of the medals. If you don't have a manual, here are the names of the medals in order (press **Down** to advance through the list): Bronze, Cross, Valor, Silver, Honor, Bravery, Crown, Diamond. You'll hear a signal to confirm each code; note that it's different from the sound you hear when entering an incorrect password (and Fowler will not say that he doesn't recognize the password). You can enter as many of these codes as you wish in order to combine their effects; you can also enter a stage password when you're done.

Infinite time—Diamond, Honor, Cross, Crown
Infinite chicken feed—Valor, Valor, Bravery, Bronze
Mr. & Mrs. Tweedy can't see you—Crown, Bronze, Honor, Valor
Walk through solid objects—Cross, Diamond, Silver, Valor
Press **SELECT** while paused to skip stage—Honor, Valor, Bronze, Silver

COMMANDER KEEN

Cheat Passwords

BCDF-GHJK-LMNP-QRST—Infinite lives
TSRQ-PNML-KJHG-FDCB—Access to all missions

DONKEY KONG LAND II

47 Kremcoins

At the "Select Game" screen, highlight a saved game file, hold **Left** or **Right** on the D-pad and press **A, B, A, B, A, B** repeatedly until you hear a signal. You'll enter that saved game with 47 Kremcoins, enough to enter the Lost World from any Kiosk

FACEBALL 2000

Secret Rooms/Level Warps

When you find the exit in the first level of the Cyberscape game, shoot the exit five times, you'll be sent to a special room with a speedup pod, a nine-lives pod and warp doors to levels 10, 15, 20 and 25.

If you shoot at the nine lives pod three times, it will change into a key; grab it and the west wall of the secret room will open to reveal another room with a speedup pod, an automag pod, a level 3 armor pod and warp doors to levels 30, 35 and 40. (Watch for the Ninja in this room, though.)

Note that the armor pod did not disappear when you took armor from it. Travel to the west wing of the secret room and find the wall that faces south. (When you see the south wall, there will be a flashing warp door to your right, that's the exit to level 40.) Shoot the south wall once, then touch it. Then go back around the corner to the armor pod. Touch the pod and shoot it to get a key that opens the south wall and a third secret area with two ninjas. Defeat them to find an automag pod, an armor pod and warps to levels 45, 50 and 55.

Next, go to the southeast corner of this room, shoot the east wall, then touch it. Now go back to the automag pod and touch it three times, it will turn into a key that will open the east wall in the corner, which leads to yet another secret room. Inside are automag, speedup and armor pods as well as three more nasty ninjas and warps to levels 60 and 65.

Finally, check out the east wall of this newest room. Stand near the center of the wall and move slightly to the left, now touch this part of the wall five times and shoot it once to open a secret door that leads to the final part of the first level. Just inside the door is a warp to level 70, but there are also four ninjas waiting for you.

THE FINAL FANTASY LEGEND

Sound Test

At the title screen, press **SELECT + START + B** and hold all three buttons down for about three seconds. When you release the buttons, a sound test menu will appear

FINAL FANTASY LEGEND II

Sound Test

At the title screen, hold **SELECT + B** and press **START**

GAME & WATCH GALLERY

Reset Cartridge Memory

At the title screen, don't press **Up, Up, Down, Down, Left, Left, Right, Right**. If you do, you'll lose all of your high scores and saved milestones

GAME BOY CAMERA

Secret Game

Play the *Space Fever II* game until you achieve a score of 2,000 points or more. The next time you play *Space Fever II*, a new "?" option will appear between the *Ball* and "DJ" items, shoot this object to play a secret game called *Run! Run! Run!*, if you win the race, press the **A** button rapidly to raise the flag at the victory screen. Earning 2,000 points in *Space Fever II* also changes the function of the "Credits" option, instead of the dancing man, you can now see the real credits sequence

Secret DJ Options

Each of the following tricks works in DJ mode when your character is on the screen

- If you highlight "SE" and tap **Right** on the D-pad, the song will restart from the beginning. Try tapping **Right** repeatedly to "stutter" the first note
- If you highlight "SE" and hold the D-pad diagonally in the **Up/Right** position, the music will be temporarily transposed into a higher register. Likewise, if you hold **Down/Right**, the music will change to a lower key.
- If you highlight "Tempo" and hold **Left** on the D-pad, the music will play in reverse

Print DJ Music

First, connect your Game Boy to the Game Boy Printer and turn the Printer on. Next, enter DJ mode, press **SELECT** to access the "Trippy-H" synthesiser screen, make sure the "Sound I" tab is highlighted in the upper left corner of the screen, hold the **START** button and press **A**. The Printer will spit out a long table of information that tells you everything you need to program the current tune on any Game Boy Camera. (Note: The Game Boy will stop playing music during this process. Please be patient, as the printer must pause to load data several times before the printout is complete.) You can use these printouts to exchange music data with your friends

Flip the Stamps

When using the "Stamp" function, position any stamp on the photo and continue to hold the **A** button down. After a few seconds, the stamp will begin to "flip" horizontally, if you release the **A** button at the right time, the stamp will remain flipped over on the screen

GEX: ENTER THE GECKO

Password

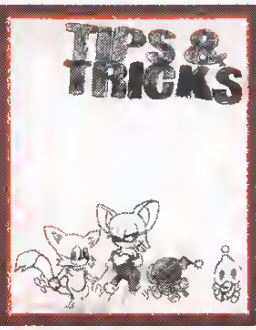
Choose "Password" from the main menu and enter the following code

↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↓ ↓ ↓
↓ ↓ ↓ ↑ → ←
← ↓ ↓ → →

This password unlocks all of the gates so you can access any level. Remember: To make a solid arrow in the password, hold the **B** button and press the D-pad in the direction of the arrow. To make an outlined arrow, hold **A** instead









GRAND THEFT AUTO

Unlock Hidden Characters

Before starting a game, rename the character "**KELLY**" to "**SUMNER**." Many hidden characters will appear in the menu.

THE HUNT FOR RED OCTOBER

Stage Select

At the title screen, press **B, SELECT, Left, Right, START**.

Start With 25 Missiles

At the map screen, while your course is being shown, hold **A + B** and press **Up, Down** to start that stage with extra missiles.

Start With 25 Subs

At the map screen, while your course is being shown, hold **A + B** and press **SELECT, Up, Down** to start with extra submarines.

HOT WHEELS STUNT TRACK DRIVER

Super Password

To unlock all of the tracks and the secret Twin Mill car, enter the password **Up, Left, Down, Right, Right, B**.

JAMES BOND 007

Mini-Games

To play three different card games, choose a blank save spot at the Player Select menu. When the "Your Name" entry screen appears, enter "**BJACK**" to play Blackjack, "**BACCR**" to play Baccarat or "**REDOG**" to play Red Dog.

JUDGE DREDD

Stage Select

At the title screen, press **A, Left, Right, Left, Right, B**, then press **START**. A stage-select menu will appear.

THE JUNGLE BOOK

Cheat Menu

Press **SELECT** to access the options menu, then highlight the Music/Effects test and listen to the following sounds in order: 40, 30, 20, 19, 18, 17, 16 and 15. A top-secret cheat menu will appear.

JURASSIC PARK

Stage Skip

When the title screen fades and the T-Rex opens his mouth, press **Up, Down, Left, Up, Down, Right** and **SELECT**. Repeat the whole sequence again, then press **START** to begin. Anytime during the game, hold **START**, then press **SELECT** to skip to the next stage.

KILLER INSTINCT

Boss Code

Choose any character, then, at the match-up screen just before the fight starts, hold **Right** on the D-pad and quickly press **SELECT, START, B, A**.

THE KING OF FIGHTERS '95

Secret Codes

When the Takara logo appears at the beginning of the game, press the **SELECT** button repeatedly for different effects as follows:

- Press **SELECT** three times to access two hidden characters, Saisyu and Rugal.
- Press **SELECT** 20 times for one additional hidden character, Nakoruru.
- If you press **SELECT** 25 times, you get the hidden characters, plus you'll start each battle with your Super meter maxed out.
- If you hold **A + B** and press **SELECT** at the Takara logo screen, you'll be able to choose the same character up to three times for a single team in Team mode.

THE LEGEND OF ZELDA: LINK'S AWAKENING

Exploding Arrows

At the inventory menu, equip yourself with both bombs and arrows. You'll be able to fire them simultaneously, giving you arrows that explode.

Boomerang Trick

Stand near the rooster and throw the boomerang, then grab the rooster before the boomerang returns to you. Now you can run around with the rooster while the boomerang flies around, killing enemies.

THE LION KING

Stage Skip

At any time during the game, press **START** to pause, then quickly press **B, A, A, B, A, A**.

THE LION KING: SIMBA'S MIGHTY ADVENTURE

Cheat Menu

At the title screen, press **Left, A, Right, Down, A, SELECT, SELECT**. A cheat menu will appear, allowing you to start with 99 lives, the amulet and more. Choose "Continue" at the cheat screen to access a level-select menu.

MOON PATROL/SPY HUNTER

Infinite Lives in Moon Patrol

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, A**, you'll hear a signal to confirm the code.

Start Spy Hunter with All Special Weapons

At the title screen, press **Up, Down, Left, Right, Up, Down, Left, Right, Up, Left, Down, B**, you'll hear a signal to confirm the code.

MTV SPORTS: T.J. LAVIN'S ULTIMATE BMX

Password

6 Y B B Q B B B C B F—See the ending + unlock a number of modes and courses)

NBA HOOPZ

Secret Codes

Enter the following codes at the "Play Match" screen just before the game starts. You'll see a confirmation message in the box at the bottom of the screen each time you enter a code correctly. Each code consists of three numbers and a direction on the D-pad; these numbers represent the number of times you must press the **START, B** and **A** buttons before pressing the D-pad to "register" the code. For example, to enter the "Factory court" code, press **START** three times, **B** once and **A** twice, then press **Down** on the D-pad.

0-1-2-Up—Infinite Turbo
2-2-2-Left—No Fire
1-0-0-Down—Show Hotspot
1-1-2-Down—Practice court
3-1-2-Down—Factory court
3-0-1-Left—Night Club court
3-3-3 Up—Roof Top court
3-2-1-Right—Island court
1-2-3-Left—Volcano court
2-0-3-Right—Prison court
2-1-0-Right—Oil Rig court
0-3-2-Up—Future court

ODDWORLD ADVENTURES

Super Jump

When Abe is jumping, press the **START** button to pause the game while he's still in mid-air. After you unpause, Abe will jump again, doubling the height (or length) of his original jump. You can continue to extend the same jump as many times as you want with the proper timing.

Passwords

J C B C M—Level 2-0
J M B C C—Level 2-1
J M C C B—Level 2-2
J P C C D—Level 2-3
J T C C J—Level 2-4
S T C C S—Level 2-5
S B C C T—Level 2-6
T B F C Q—Level 2-7
T B K C L—Level 3-1
T B T C B—Level 3-2
T B T D C—Level 3-3
T B T B T—Final Level

OPERATION C

Start With Ten Men

After the title screen appears, press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, A, B, START**.

Stage Select

After the title screen appears, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A, START**.

POKÉMON (Red, Blue and Yellow versions)

Celadon "Rocket Game Corner" Tips

- Slot Machines—Watching the reels carefully can increase your odds of getting a match. For example, watch for a particular image or number to scroll by, and hit the **A** button as soon as it appears for each reel. The chances of you lining up another image is fairly high, as long as you don't get dizzy staring at the tiny Game Boy screen. Although it's claimed that the slot machines inside this casino have different odds, watching the reels works on all of them.
- Secret Coins—After speaking to the other people in the casino to get coins, you can discover secret coins lying around the floor of the Game Corner by moving around and pressing **A**.

Evolution Tip

Some Pokémon can only be evolved through the use of elemental Evolution Stones. It is a bad decision to evolve your Pokémon right away, since there may be some attacks it can only learn in its Basic Evolution stage that it would never learn if you evolved it right away.

Hidden Machine Tips

- Hidden Machines, or HMs, are permanent. If you teach them to one of your Pokémon, they will never forget it, therefore, don't teach weak HM skills like "Cut" to a Pokémon you intend to use as part of your main party.
- HM 01 (Hidden Machine 01) Cut—When you use Cut in a grassy area, you will clear away four squares of grass. Using this method is one way to avoid random encounters with wild Pokémon.

Master Ball Tip

The Master Ball is an ultimate Pokéball that can capture any Pokémon instantly. It can only be used once, so don't waste it on a common Pokémon. It should be saved so it can be used to capture Mewtwo or one of the three Legendary Birds.

Fight Mewtwo

In order to fight Mewtwo, you need to gain access to the Unknown Dungeon. You must defeat the Elite Four before the man blocking the entrance will allow you through. Also, you must NOT reset your game after you've beaten it. Wait for the credits to finish, then go back to the Start screen by pressing **A**. Fly to Cerulean city, then use a Pokémon that knows Surf to get to the Unknown Dungeon, which lies to the northwest of Cerulean city. Right before you fight Mewtwo, save your game. That way if you lose or if Mewtwo faints, you can quickly reset the game. You should also do this before fighting other "one-time-only" Pokémon like Zapdos, Articuno and Moltres. When you fight Mewtwo, either use the Master Ball immediately or use sleep attacks and a lot of Ultra Balls.

Quick Experience Gain

If you have a group of strong Pokémon with one weak Pokémon, you can level up your weak Pokémon quickly by letting it share experience with a stronger one. Put the weak Pokémon at the top of the list so it always goes out into battle first. Switch it immediately with a strong Pokémon and the two will split the experience points in half. This is an excellent way to level up Pokémon like Magikarp, which are useless before they evolve.

Rare Candy Tip

Gaining levels by using Rare Candy on your Pokémon is not as effective as leveling up your Pokémon normally. Pokémon who legitimately gain experience improve their statistics more dramatically than Pokémon who only used Rare Candy, so it's not a good idea to use a lot of Rare Candy on one Pokémon at once, since it will be weaker than other Pokémon that are the same level.

Increase Stats

Use one of your Pokémon in battle until all of its PP for one move is depleted. Take it to a Poké Center to store it in Bill's PC, then immediately take it out again. Heal your Pokémon at the Poké Center, then check its statistics—you'll find that some of its attributes have slightly increased. This will occur even if you are using a Pokémon that is already at Level 100.

POKÉMON: SPECIAL PIKACHU EDITION (Yellow version)

Level Up Pikachu

When playing *Pokémon Yellow*, your starting Pikachu will obey you no matter what level he is or how many badges your character has earned. Knowing this, one quick way to blaze through the game is to trade your starting Pikachu into another *Pokémon* game that you've already finished and quickly level Pikachu up by having him lead off during battles in the Elite Four tournament. When you trade him back into *Pokémon Yellow*, your character will have no trouble controlling him, even if his levels are maxed out and you haven't earned a single badge. This will only work with your *Pokémon Yellow* starting Pikachu, i.e. the one that follows you around everywhere.

Bucket-Head Pikachu

Pikachu trails behind your main character during the game, and you can turn around and "speak" to Pikachu to get a graphical representation of what's on his mind. When you take Pikachu fishing, maneuver your character so you're standing beside Pikachu. After fishing, turn to speak to Pikachu and he will respond with a bubble over his head with a picture of a fish in it. Zoom in on Pikachu and you'll see that he's put your fishing bucket on his head!

POKÉMON PUZZLE CHALLENGE

Extra Difficulty Levels in 1P Challenge Mode

Choose "Challenge" from the "1 Player" menu, at the "Game Lvl" screen, highlight "Hard," hold **SELECT** and press **A** to unlock the "S-Hard" difficulty option. Highlight "S-Hard," hold **SELECT** and press **A** again to unlock the "Intense" difficulty setting.

Extra Options

Choose "Options" from the main menu, then hold **SELECT** and press **A**, you'll hear a chime. Now press **Down** to find seven new items at the Options menu, including a garbage limiter, an option to change the "slow" speed and the ability to toggle various game sounds on or off.

View Chain Stats

At the main Records menu, hold **SELECT** and press **A**, a new menu screen will appear that lets you view more detailed stats about the chains you've created.

Q*BERT

Hidden Movie

At the title screen, press **Right, Up, B, A, Down, Up, B, Down, Up, B**.

RAMPAGE WORLD TOUR

Two Player Mode

To unlock a secret two-player link cable option, hold the **SELECT** button at the main menu and press **Up, Down, Left, Right, Down, Up**. Note that you must have two Game Boys,

TIPS & TRICKS Reader Art Gallery



by Vinyy Brand, Osburn, ID



by Gunner Hughes, Ocean City, MD



by Marko Kalic, Winnipeg, Manitoba

a link cable and two copies of the *Rampage* cartridge to play in two-player mode

RAMPAGE 2 UNIVERSAL TOUR

Make Your Own Password

To start at any stage with any character, choose "Password" from the main menu, then construct a password as follows

1) Enter one of the following as the first character of your password to choose which character you'd like to play as

B—Curtis
C—Boris
D—Ruby
F—George
G—Lizzie
H—Ralph
J—Myukus
K—Pucous
L—Noobus

2) Enter one of the following as the second character of your password to choose which area you'd like to start in

B—U S A
C—Europe
D—Asia
F—Everywhere else
G—Outer Space

3) Enter any character *except* 4, 5, 6, 7, B, 9 and A as the third character of your password to choose which city you'd like to start in Each area has 25 cities; enter B to choose the first city, C to choose the second, etc. all the way up to the number 3 which represents the 25th city in the chosen area

4 - 8) Enter "B B B B N" as the fourth through eighth characters of your password

9) Now you're at the last character of the password, so all you need to do is to try each character—one at a time—until you find the one that "locks" the password into place with a checksum If you get sent back to the main menu when you press **A**, your password is in place, so just choose "Start Game" to begin

READY 2 RUMBLE BOXING

Unlock Hidden Boxers

Enter any of the following codes below at the main menu Make sure "Arcade Mode" is highlighted You'll hear a special sound effect after correctly entering a code

Unlock Kemo Claw—Press **Left, Left, Left, Right, Right, Right, Left, Right, Left, Right**

Unlock Nat Daddy—Enter the code above, then press **Right, Right, Right, Left, Left, Left, Right, Left, Right, Left**

Unlock Damian Black—Enter the code above, then press **Right, Left, Right, Right, Left, Left, Right, Right, Right, Left, Left, Left.**

ROAD CHAMPS BXS STUNT BIKING

Password

Q G F 7—Unlock all modes and most levels

ROCKET POWER: GETTIN' AIR

Unlock All Levels

From the main menu, select "Password." At the password entry screen, press any of the following button combinations to start a game with all levels unlocked at the corresponding skill level

Skill 1—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Down, Down, Right, Up Up, Up, START**

Skill 2—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**

Skill 3—**Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, Up, Up, Up, Up, Right, Up, Up, Up, START**

SAMURAI SHODOWN

Secret Characters

To get three secret characters, press the **SELECT** button three times while Haohmaru is shown in the opening demo

SHAMUS

Cheat Passwords

Enter any of the following passwords to start at the corresponding stage with all keys in your inventory and 31 lives in reserve

5 G F 3 S G V 1 V—Level 1: The Laboratory
4 G F 3 S G V 1 T—Level 2: Shadow Studios
7 G F 3 S G V 1 X—Level 3: Abandoned L.A. Subway System
6 G F 3 S G V 1 V—Level 4: The Shadow's Lair Hotel and Casino

SNOOPY TENNIS

Password

W W X R—Unlock all characters

SNOW BROS. JR

Invincibility

When the title screen appears, hold **Left, Down, A** and **B** simultaneously Press **START** to become invincible

Select Stage

At the title screen, hold **Up, SELECT** and **B** then press **START** Choose any stage and press **START** to play

SPIDER-MAN 2: THE SINISTER SIX

Cheat Codes

Enter any of the following codes at the title screen

Unlock "Nightmare" difficulty level—**Up, Down, Right, A** (or **A, B, SELECT, Up, Right, Down**)

Play secret mini-game—**A, B, A, B, Down**

Infinite webbing—**Left, Down, B, Up**

Web kills enemies instead of immobilizing them—**Down, A, B, A, A**

Cheat Menu (stage select, infinite health, infinite webbing)—**B, A, Left, Down, Up, Right**

SPONGEBOB SQUAREPANTS: LEGEND OF THE LOST SPATULA

Cheat Code

Choose "Continue" from the main menu and enter "D3BVG-M0D3" as your password You will start the game with all of the items in your inventory You will also find a new option called "Level Select" at the Pause Menu, this allows you to skip to any stage Note that using this code may cause the game's graphics to become corrupt during normal gameplay or at the map screen

STAR TREK

Shortcut Through Hyperspace

If you're in trouble and can't wait for a warp to open up, hold the **SELECT** button and press **Left** on the D pad to take a shortcut through hyperspace You can only use this trick once in each level

STAR TREK: THE NEXT GENERATION

Mission Select

Enter the cheat code "OVERRIDE" at the password screen When Picard appears to send you on a mission, you can choose different assignments by pressing **Up** on the D pad

STAR WARS: YODA STORIES

Infinite Health

At the title screen, press **B, A, Left, Right, A** You won't hear any signal to confirm the code, but when you start the game, your health meter will always remain filled

Stage Select

At the title screen, press **Up, Up, B, Down, A** You won't hear any signal to confirm the code, but when you choose "New Game" at the main menu, a stage-select menu will appear

STREET FIGHTER ALPHA

Fight Akuma or M. Bison

To fight Akuma as your first opponent, choose your fighter at the character- select screen Then, when selecting Manual or Auto, hold **B + A** until the fight begins To fight M. Bison instead, hold **SELECT + B + A** in the same way

SUPER MARIO LAND 2--6 GOLDEN COINS

Play Demo Stages

Gate Zone: Hold **Up** and press **SELECT** at the title screen

Space Zone: Hold **Up + A** and press **SELECT** at the title screen

Turtle Zone: Hold **Up + B** and press **SELECT** at the title screen

Macro Zone: Hold **Up + A + B** and press **SELECT** at the title screen

Easy Mode

If you are having trouble in a particular area, reset your game When you enter the pipe room at the beginning of the game press **SELECT** The words "Easy Mode" will appear in the top right corner of your screen Pick the pipe that your game is saved on and you will enter the same area you are having trouble with The only difference will be the number of enemies that will be chasing you Once you have completed the difficult level, reset again to enter the normal mode of the game When you restart your game you will begin on the next level

TETRIS

Start at Higher Levels

Hold **Down** on the D-pad while turning the Game Boy on and continue to hold it until the game starts When you choose a starting level, you'll begin 10 levels higher than the one you chose

TETRIS DX

Rising Pieces

At any time during the game, you can make a falling piece rise back up to the top of the screen (This trick will not work if the falling piece is a four-square block or a straight line of four blocks) To do the trick with any other piece, hold **Left** until the falling piece touches the left side of the screen, then continue to hold **Left** and tap the **A** button as rapidly as you can As the piece rotates, it will climb back up to the top of the screen This also works on the right side of the screen if you hold **Right** and rapidly tap the **B** button

TONY HAWK'S PRO SKATER 2

Passwords

B S B L P T G B B B B V—All boards & levels unlocked
V I T ! M B B B B V V—Start with Tony Hawk and $81,910

TOP GEAR POCKET

Password

Enter the password "Y Q X— % Z" to unlock all cars and earn gold trophies in all courses

TUROK 3: SHADOW OF OBLIVION

Secret Passwords

From the main menu, select "Options," then select "Password." Enter any of the passwords below You'll hear a special sound effect upon entering a correct code

Z X L C P M Z—Infinite Ammo
F J V H D C K—Infinite Lives

WACKY RACES

Password

Enter the password "M U T T L E Y" to unlock all of the secret characters and the "Crazy" Cup

WARIO BLAST

One-Player Game

To play as Wario enter the password **2264**. To play Bomberman enter the password **4622** At the beginning of the game you will begin at Level 1-1 but will have all of the Power-Ups that you normally earn throughout the game

WARIO LAND: SUPER MARIO LAND 3

Change Game Stats

Pause the game and press **SELECT** 16 times A cursor will appear in the lower left corner Hold **A** and **B**, then press **Left** or **Right** on the D-pad to move the cursor Press **Up** or **Down** on the D-pad to change the numbers.

WORLD HEROES 2 JET

Boss Code

When the Takara logo appears, press **Right, Left, A, B,** and **Up** Now you can play as the boss

"Jet" Code

At the title screen, press **Up, Up, SELECT, A, Down, Down, SELECT, B** Now the gameplay is twice as fast.

WWF: BETRAYAL

Debug Mode Passwords

At the title screen, select "Continue," then enter "4 2 3 2" as your password at the following screen If you entered it correctly, a debug screen will appear where you can select any level, make yourself invincible and more.

X-MEN: MUTANT ACADEMY

Unlock Phoenix

At the title screen, press **Down, Right, Down, Up, Left, Right, B, A** If you entered the code correctly, you'll see a special message appear

Unlock Apocalypse

At the title screen, press **Right, Left, Up, Down, Left, Up, B, A** If you entered the code correctly, you'll see a special message appear

X-MEN: WOLVERINE'S RAGE

Stage Skip

At the title screen—when the words "Press Start" appear—press **Up, Up, Up, Up, Down, Down, Down, Down, Left, Left, Left, Left, Right, Right, Right, Right, B, A,** you'll hear a sound to confirm the code Note: After you hear the sound, you must press **START** to advance to the main menu before the title screen fades or the code will not work. With this code in place, you can skip to the next stage at any time during the game by pressing **SELECT**

Alternate Costume

At the title screen, press **Up, Up, Down, Down, Left, Right, Left, Right, B, A,** you'll hear a sound to confirm Wolverine will now appear in the brown costume he wore in the comics during the '80s

XTREME SPORTS

Cheat Menu

At the title screen menu, press **Left** five times, **Up** five times, **Right** five times, **Down** five times and **SELECT** five times A cheat menu will appear that allows you to play any stage, view a "Scrapbook" about the making of the game and more At the Sound Test menu, hold **A** and press **Left** or **Right** to change the number, then press **SELECT** to listen to it

See the Ending

Enter the Sign-In Hut and enter your name as "staff" (all in lowercase) Exit the hut and go left; when you enter the Snack Hut you'll enter a secret level that displays the game's credits

All Competition Medals

Enter the Sign-In Hut and enter your name as "xyzzy" (all in lowercase) Back outside, hold the **A** button and press **SELECT** to earn all 400 competition medals instantly Now all you need to do is find the 20 secret Medals If you hold **A** and press **SELECT** again, the Medal count will return to zero

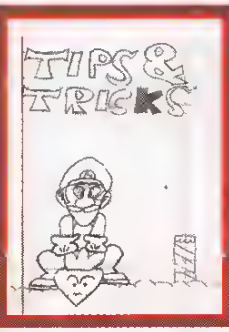
YARS' REVENGE

Password

Enter the passcode "O + O O" to start at any stage up to and including Level 240



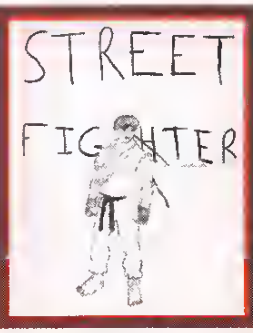
Jeff Walthers, Holt, MI



by Jose Aparicio, El Paso TX



by Brandon B., Ridge, NY



by Matt Hemley, Covington, KY

Dreamcast tips

4X4 EVOLUTION

Start With $1,000,000

At any time during gameplay, plug a Dreamcast keyboard into port D. If a message appears, just press **START** to return to the race. Now type the word "goldfinger" on the keyboard and you'll hear a special sound effect. Next, type "givememoneyordie" and you'll hear the same sound effect again. Finally, press **START** to pause the game, then select "Quit." Now when you start a new game in Career mode, you'll have $1,000,000.

AERO WINGS

Unlock Everything

Press **L + R** at the title screen. You'll hear a voice say "OK, good." When you begin a new game, you'll have access to all the stages and all the craft. Also, you'll have a score of 100 on every Blue Impulse Mission.

Special Options

Begin a new game from the title screen and enter "TASCAS" as your name. A new section called "Special," will appear in the "Game Config" menu under the "Options" menu. From here you can access three special options: Player Assist on/off, HUD on/off and Cockpit on/off.

AERO WINGS 2: AIRSTRIKE

Unlock Everything!

At the "Game Select" screen, hold **L + X** and press **Y**. You'll hear a special sound effect upon entering this correctly, now all of the planes, maps and missions will be unlocked.

ALIEN FRONT ONLINE

Unlock All Stages

Input "% ! 2 ! ? ! !" as your name when the prompt appears. The second and last characters are a lowercase **L**, and the fourth and sixth characters are an uppercase **I**.

ARMY MEN: SARGE'S HEROES

Cheat Codes

Enter any of the following codes at the "Input Code" screen from the main menu.

JHNNBRZ—Infinite Health
BNGBNGBNG—Maximum ammo
MRCNHR—Play as Sarge
NMMNS—Play as Hoover
TNKKLLR—Play as Riff
NCMNG—Play as Shrap
BGGRNMN—Play as Thick
FRDCHCKN—Play as Scorch
GRMMRPR—Play as Grimm
GRLPWR—Play as Vikki
TNVLLN—Play as Plastro
MDTRPR—Play as Bad Guy
HPPCMPR—Play as Nice Guy
SPRHR—Play as a Super Hero
LTTLLSS—Play as a Little Lass
DNSR—Play as a Dinosaur
PNKBNN—Play as a Pink Bunny
SKLL—Play as a Skeleton
BTTLN—All Characters
STLTHMD—Stealth Mode
FTHD—Fat Head
SLPHLLW—Headless
PNTHD—Peanut Head
VLSPRT—Evil Spirit
BGFTLVS—Big Foot
DSCMDNSS—Disco Madness
LNRGRVT—Lunar Gravity
RBNML—Fast speed
LVNGLRG—Giant player
SFFRMV—Unlock "Making Of" video

Level Codes

TRGHTR—Spy Blue
TDBWL—Bathroom
MSTRMN—Riff Mission
TLLTRS—Forest
SCRDCT—Hoover Mission
STPDMN—Thick Mission
BLZZRD—Snow Mission
SRFPNK—Shrap Mission
GNRLMN—Fort Plastro
HTTTRT—Scorch Mission
ZBTSRL—Showdown
HTKTTN—Sandbox
PTSPNS—Kitchen
HXMSTR—Living Room
VRCLN—The Way Home

BANGAI-O

Level Select

At the main menu, select "Start Game." Next, at the "Enter your initials" screen, press **Down, Down, Down, Down, Right, Down, Down, Down, Down, Right, Down, Down, Down, A**. Then select "Start Game" again. Now you can select any level by pressing **Right** or **Left** at the following screen.

Secret Garden

First, enter the previous code. At the level select screen, select "Exit," then select "Game Options." Next, select "Done." A new options menu called "Secret Garden" will appear.

CRAZY TAXI

Use the Rickshaw Bike

At the character selection screen, highlight the character you would like to play as, then enter the following code very carefully:

Hold **L**, hold **R**, release **L**, release **R**
Hold **R**, hold **L**, release **R**, release **L**

Next, press **A** to confirm your cabbie, you'll hear a bicycle ring if you entered the code correctly.

Another Day Mode

At the character selection screen, move the cursor to the character you would like to play as. Press and release **R** once, then hold down **R** and press **A**. You'll see the words "another day" appear in the lower left corner of the screen. In this mode, you'll have a different starting point and your customers will be in different locations.

No Arrows Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **R + START** and press **A**. Don't let go of **R + START** until the words "no arrows" appear in the lower left corner of the screen. In this mode, the arrow usually at the top of the screen will never appear.

No Destination Mark Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + START** and press **A**. Don't let go of **L + START** until the words "no destination mark" appear in the lower left corner of the screen. In this mode, the destination marker will never appear.

Expert Mode

From the "Mode Selection" screen, choose either "Arcade" or "Original." At the next screen that appears, move the cursor to the type of game you would like to play, then hold down **L + R + START** and press **A**. Don't let go of **L + R + START** until the word "EXPERT" appears in the lower left corner of the screen. In this mode, both the destination marker and arrow will never appear.

Alternate Views and Speedometer

Plug a controller into port **C**, then press **START** on Controller C at any time during the game. Now you can use the following commands on Controller C:

- Press **Y** to switch the view to one of the "replay" type cameras like in the game's intro.
- Press **B** to switch the view to inside the driver's seat.
- Press **A** to return to the original view.
- Press **X** five times to make a speedometer will appear at the lower right corner of the screen. Subsequent presses of the **X** button will toggle it on and off.

CRAZY TAXI 2

No Arrows

At the character-select screen, highlight the cabbie you want to play as, press and release the **START** button, then press **START** again and hold it down while pressing **A** to lock in your choice. You'll see the words "no arrows" appear in the corner of the screen. Now the arrow that points to your next turn will no longer appear.

No Destination Mark

At the character-select screen, highlight the cabbie you want to play as, press and release the **Y** button, then press **Y** again and hold it down while pressing **A** to lock in your choice. You'll see the words "no destination mark" appear in the corner of the screen. In this mode, your destination will only be identified by a single green line at ground level.

Expert Mode

At the character-select screen, highlight any cabbie, press and release the **START** button, then hold **START + Y** and press **A** to lock in your choice. You'll see the word "EXPERT" appear in the corner of the screen. This code combines the effects of the "No Arrows" and "No Destination Mark" codes.

Speedometer

You need a second controller plugged into Port C to enter the remaining codes. At any time during a game, hold **START** and press **Up** five dimes on the D-pad using Controller C. A "mph" indicator will appear next to the Drive/Reverse lights in the lower right corner of the screen. To turn it off, hold **START** and press **Up** on Controller C again.

Alternate Camera Angles

Use the following button combinations on Controller C to change the camera angle at any time during the game:

- Hold **START** and press **X** on Controller C for a camera that rotates clockwise around your vehicle. Hold **START** and press **X** again to make the camera rotate counter-clockwise.
- Hold **START** and press **Y** on Controller C to switch to a camera that follows you from a fixed location and switches to various fixed locations as you drive around. In this mode, you can tilt the camera by pressing **Up** and **Down** on the D-pad on Controller C.
- Hold **START** and press **B** on Controller C to toggle between three additional camera angles. One is a first person view through the windshield of your cab, one is a close-up view of your passenger's face and one is a low-angle "street" camera. With the low-angle camera, you can use the D-pad on Controller C to switch between these three views:
 Left—Just behind the left front tire
 Right—Just behind the right front tire
 Up—Very low, right in front of the vehicle
- Hold **START** and press **A** on Controller C to return to the default view.

Blue Arrow

If you hold **START** and press **L** on Controller C during a game, the arrow that points to your destination will be blue instead of green. Unlike the green arrow—which simply points to the next turn you should take—the blue arrow points directly to the destination mark, even if there's a huge obstacle or impassable chasm between you and your goal.

DEAD OR ALIVE 2

Secret Demo Scene

First, change the "Your Age" setting in the "Others" Screen under the "Game Setting" menu to above 20. Then play Survival mode and obtain a high enough score to enter your name. Enter your name as "REALDEMO". Now, you'll see a new demo scene that will appear amongst the others that play after the title screen appears. It will only appear at a specific point in the demo sequence so you'll have to wait a few minutes through the other demos.

DRACONUS: CULT OF THE WYRM

Cheat Codes

At the title screen, press **X, Y, Y, X, X, Y, Y**. You'll hear a special sound after entering it correctly. Then, during gameplay, press **START** to pause and enter any of the codes below:

Restore Health—Hold **L + R** and press **Left**.
Level Skip—Hold **L + R** and press **Down**
Super Code—Hold **L + R** and press **Right**

EXPENDABLE

Secret Codes

Enter each of the following codes during a game as follows: Press **START** to pause the game, input the code, then press **START** again to unpause. After successfully entering a code, a confirmation will appear at the bottom of the screen after unpausing the game. To access the level select, you must return to the main menu after entering the code.

1st Person View—**L, Left, R, Right, X, X, Down, Down, R, L**
Invincibility—**Up, Down, Left, Right, X, Up, Down, Left, Right, Y**
More Grenades—**Down, Down Down, Down, Down, Up, Up, Up, Up, R**
More Lives—**A, B, X, Y, L, R, Up, Down, Left, Right**
More Credits—**A, B, Left, A, B, Right, B, A, Down, R**
Level Select—**Up, Down, Up, Down, Up, Down, Left, Right, Right, Y**
Level Skip—**Y, Y, X, X, L, R, Down, Down, Up, Up**
Watch Ending—**L, R, L, R, Left, Right, Left, Right, Y, X**

F355 CHALLENGE: PASSIONE ROSSA

Extra Courses

At the "Options" menu, hold down **X + Y**. When you do this, a new menu item, "Password" will appear. While still holding **X + Y**, move the cursor to "Password" and press **A**. At the following screen you may enter any of the passwords below. Note the upper and lowercase letters in each of the words.

CinqueValvole—Unlock Fiorano
LiebeFrauMilch—Unlock Nurburgring
Stars&Stripes—Unlock Laguna Seca
KualaLumpur—Unlock Sepang
DaysofThunder—Unlock Atlanta

FIGHTING FORCE 2

Stage Select

At the title screen, press **Left, Up, X, Up, Right, Y**. You'll see the screen flash after inputting the code correctly. Choose "Start Game," and a level-select menu will appear.

FLAG TO FLAG

Rainy Weather

Immediately after selecting a track in arcade mode, hold **L + R + Down** on the D pad until the screen fades in. When the race begins, the weather will be rainy.

GIGA WING

Unlock All Gallery Images & Stranger

From the main menu, select "Gallery." Then, press **B, X, Y, B, B, Y, X, B**. When you start a new game, Shinnosuke's new craft, Stranger, will be available.

GIGA WING 2

Unlock All Gallery Images and Secret Options

At the main menu, select "Gallery," then press **Up, X, Y, X, Down, Y, X, Y, Y**.

GRAND THEFT AUTO 2

Cheat Codes

Before you begin a game, change your name to any of the following ones below. You won't be able to see that you've entered most of these correctly until you start a game.

MUCHCASH—Start with $500,000
ULTIMATE—Start with $9,999,999

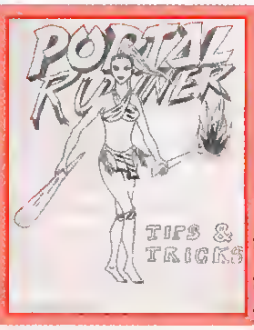
TIPS & TRICKS Reader Art Gallery



by Brant Schepper, Lakeland, FL



by Armando Claudio, Caguas, Puerto rico



byAlex Chen, San Juan, Puerto Rico



by Donny Chen, San Juan, Puerto Rico

BIGGUNS—Start with all weapons
BIGCATS—Start with 99 lives
SESAME—Unlock all levels
INFINITY—Infinite energy
LAWLESS—No police
DBLWAMMY—Start with infinite Double Damage power-up
SCOOBYDO—Start with infinite invisibility
BIGFRIES—Start with Stun Gun & infinite ammo
TOASTIES—Start with Flame Thrower & infinite ammo
WOUNDED—Blood splats
ALLFREND—Max respect for all gangs
ERRHUH—All pedestrians are Elvis
LOSTTOYS—Retain weapons even if you get arrested or die

HIDDEN AND DANGEROUS

Unlock Cheats & All Missions

From the main menu, select "Start Game." Next, enter "RVLL" as your name (the second "L" should be flashing) and press **A**. If you entered the code correctly, the name should become erased automatically. Now press **B** to return to the main menu. You'll see the text "ALL MISSIONS" appear at the bottom of the menu. If you press **START** during gameplay, you'll see a new item called "Cheats" within the pause menu.

More Cheats

These cheats will require the use of a keyboard. First, select "Start Game" from the main menu. Next, enter "IWILLCHEAT" as your name and continue the game setup as normal. Now you can enter any of the following codes at any time during gameplay. You'll hear a special sound effect after inputting each one. Remember, you must use the Dreamcast keyboard to type in these codes and you won't be able to see what you are typing as you do it.

enemyb—Toggle enemy view backward
enemyf—Toggle enemy view forward
resurrect—Resurrect dead teammates
funnyhead—Big heads
debugdrawwire—Alternate graphics mode

THE HOUSE OF THE DEAD 2

Display Score

At the title screen—when the words "Press Start" appear—press **Left, Left, Right, Right, Right, Left, Right, START** on the D-pad. When you begin a game, your score will be displayed at the top of the screen.

HYDRO THUNDER

Four-Second Boost + Super Start

At the beginning of any race, hold **L** before the countdown begins. When you see the number "3" on the screen, release **L** and hold **R**. When "2" appears, release **R** and hold **L**. When "1" appears, release **L** and hold **R** again. You'll get a four-second boost and a fast start when the race begins.

INCOMING

Cheat Menu

At the main menu, press **Up, Down, Left, Right, X, Up, Down, Left, Right, Y**. A new cheat menu will immediately appear.

KAO THE KANGAROO

Secret Codes

At any time during gameplay, press **START** to enter the pause menu, then select "Back to Map." Next, enter any of the following codes at the map screen that appears. You'll hear a special sound effect after entering a correct code.

Unlock all stages—Hold **L + R** and press **Up, Down, Right, Left, Up, X**
Add one glove to your inventory—Hold **L + R** and press **Down, Right, Left, Down, A**

LEGACY OF KAIN: SOUL REAVER

Secret Codes

At any time during the game, press **START** to pause, then enter any of the following codes for different effects. You may also hold **R** instead of **L** in the codes below. You'll hear a special sound effect to confirm each code, and they will take effect as soon as you unpause the game.

Restore Health—Hold **L**, press **Down, B, Up, Left, Up, Left**
Lose Health—Hold **L**, press **Left, B, Up, Up, Down**
Max Health—Hold **L**, press **Right, B, Down, Up, Down, Up**
Restore Magic—Hold **L**, press **Right, Right, Left, Y, Right, Down**
Max Magic—Hold **L**, press **Y, Right, Down, Right, Up, Y, Left**
All Abilities—Hold **L**, press **Up, Up, Down, Right, Right, Left, B, Right, Left, Down**
Fire Reaver—Hold **L**, press **Y, Right, Down, B, Up**
Aerial Reaver—Hold **L**, press **A, Right, Up, Up, Y, Left, Left, Right, Up**
Kain Reaver—Hold **L**, press **A, B, Right, Y, Left, Left, Right, Up**
Fire Glyph—Hold **L**, press **Up, Up, Right, Up, Y, X, Right**
Force Glyph—Hold **L**, press **Down, Left, Y, Down, Up**
Stone Glyph—Hold **L**, press **Down, B, Up, Left, Down, Right, Right**
Sound Glyph—Hold **L**, press **Right, Right, Down, B, Up, Up, Down**
Water Glyph—Hold **L**, press **Down, B, Up, Down, Right**
Sunlight Glyph—Hold **L**, press **Left, B, Left, Right, Right, Up, Up, Left**

LOONEY TUNES SPACE RACE

Secret Codes

At the main menu, select "Options," then select "Cheats." At the next screen, you may enter any of the following codes.

CHEESFISH—Unlock everything
SUCCOTASH—No Gags
DUCKAMUCK—Infinite Turbo
SAMRALPH—Mirrored courses

MAG FORCE RACING

All Tracks & Vehicles

At the main menu, hold **X + Y** and press **Up, Left, Down, Right, Right, Up, Down, Right.**

MARVEL VS. CAPCOM

Secret Characters

Enter the following codes at the character-select screen. Remember, don't press any additional directional buttons before entering any code at this screen. Each of these characters has slightly different properties than their normal counterparts.

Evil Morrigan—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Left, Down, Down, Down, Down, Right, Right, Up, Up, Up, Up, Left, Left, Down, Down, Down, Down, Right, Down, X**
Roll—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Right, Up, Up, Right, Right, X**
Shadow Lady—Move the cursor to Morrigan, then press **Up, Right, Right, Down, Down, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Right, Right Up, Up, Left, Left, Down, Down, Down, Down, Down, X**
Orange Venom—Move the cursor to Chun-Li, then press **Right, Down, Down, Down, Down, Left, Up, Up, Up, Up, Right, Right, Down, Down, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, Left, Left, Up, X**
Orange Hulk—Move the cursor to Chun-Li, then press **Right, Right, Down, Down, Left, Left, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Down, Down, Right, Right, Up, Up, Down, Down, Down, Down, Up, Up, Up, Up, Left, Up, X**
Gold War Machine—Move the cursor to Zangief, then press **Left, Left, Down, Down, Right, Right, Down, Down, Left, Left, Up, Up, Up, Up, Right, Right, Left, Left, Down, Down, Down, Down, Right, Right, Up, Up, Left, Left, Down, Down, Right, Right, Up, Up, Up, Up, Up, X**

Select Your Special Partner

Normally, the Special Partner is randomly chosen, but if you hold down any of the following button combinations as soon as you select your second character, you can force the cursor to stop on a particular partner. Remember, you must hold these button combinations down until the selection cursor stops.

Anita—**START** + Light P + Medium P + Heavy P
Arthur—**START** + Light P + Medium P
Colossus—**START** + Light P + Medium P + Medium K
Cyclops—**START** + Light P + Medium P + Medium K
Devilot—**START** + Medium P + Heavy P
Iceman—**START** + Medium P + Medium K
Jubilee—**START** + Medium P + Heavy P + Light K
Juggernaut—**START** + Light P + Medium K.
Lou—**START** + Medium P
Magneto—**START** + Heavy P + Light K.
Michele Heart—**START** + Light P + Light K
Psylocke—**START** + Medium K
Pure & Fur—**START** + Light K
Rogue—**START** + Light P + Medium P + Heavy P + Light K
Saki—**START** + Heavy P
Sentinel—**START** + Medium P + Heavy P + Medium K.
Shadow—**START** + Light P + Heavy P + Medium K.
Storm—**START** + Light P + Heavy P + Light K
Thor—**START** + Medium P + Light K.
Ton Pooh—**START** + Light P + Heavy P
Unknown Soldier—**START** + Light P
U.S. Agent—**START** + Heavy P + Medium K.

MAT HOFFMAN'S PRO BMX

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes. You'll see the pause menu shake after entering a correct code.

Hold **L** and press **X, Up, B, A**—Add eight minutes to your remaining time
Hold **L** and press **Left, B, X, Y, X, B, A**—Display balance meter
Hold **L** and press **Left, Down, Y, B, Up, Left, Y, X**—Infinite Special meter

MDK 2

Alternate Costume for Kurt

At the title screen, hold **L + R** and press **X, X, Y, X**. You won't get any special confirmation, but after you start a new game and complete the first scenario, Kurt will appear without his coil suit.

Alternate Camera Setting

During gameplay, press **START** to pause, then hold **L + R** and press **B, A, B, A**. The new camera setting will take effect after you unpause the game. To return to the original camera setting, enter the code again.

MORTAL KOMBAT GOLD

Cheat Menu

At the title screen, quickly press **Up, Up, Down, Down, Left, Left, Right, Right**. You should hear a low chuckle after pressing **Down** the second time, then Shao Khan will say "Outstanding" if you complete the code quickly enough. Next, press **START** to reach the main menu, then press **Block + Run (L + R** in the default control configuration) simultaneously to access the cheat menu.

Secret Characters

With the above code in place, access the character select screen, move the cursor to "Hidden," then enter any of the following codes to play as a secret character.

Sektor—Hold **Block + Run**, press **Up, Up, Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**
Goro—Hold **Block + Run**, press **Up**, then **Left**, then press **A, B, X**, or **Y**
Noob Saibot—Hold **Block + Run**, press **Up, Up, Left, Left, Left**, then press **A, B, X**, or **Y**

View Character Bio Screens

Enter the Kombat Theater screen from the Options menu. You can view the biography screen for each character by highlighting the corresponding photo and pressing the **R** button. This code works whether you've unlocked a particular movie sequence or not.

Kombat Kodes

When playing a two-player "vs." game, you can activate various effects by pressing certain combinations of buttons at the versus screen. For each code, the first digit corresponds to the number of times the Low Punch button must be pressed. The second digit corresponds to the Block button and the third digit corresponds to the Low Kick button. Both players must input the same code completely before the versus screen fades out for it to work properly. The name of the code will be displayed at the beginning of the match if it was entered correctly.

001—Unlimited Run
323—Kombat Zone: Church
343—Kombat Zone: The Netherealm
353—Kombat Zone: Soul Chambar
363—Kombat Zone: Ledder7
321—Big Head Mode Active
111—Free Weapon
100—Throwing Disabled
444—Armed and Dangerous
666—Silent Kombat
050—Explosive Kombat
222—Random Weapons
123—No Power
555—Many Weapons
002—Weapon Kombat
012—Noob Saibot Mode
020—Red Rain
010—Maximum Damage Disabled
110—Throwing and Max. Damage Disabled
011—Kombat Zone: Goro's Lair
022—Kombat Zone: The Well
033—Kombat Zone: Elder Gods
044—Kombat Zone: The Tomb
055—Kombat Zone: Wind World
066—Kombat Zone: Reptile's Lair
101—Kombat Zone: Shaolin Temple
202—Kombat Zone: Living Forest
303—Kombat Zone: The Prison
313—Kombat Zone: Ice Pit

NBA 2K

Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.

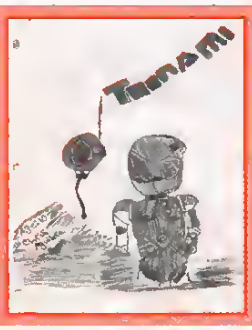
DEVDUDES—Unlock Insomniacs Teams
MONSTER—Enable Huge Players
LITTLEGUY—Enable Micro Players
DOUGHBOY—Enable Doughboy Players
SQUISHY—Enable Squished Players
FATHEAD—Enable Giant Heads
BIGFOOT—Enable Big Feet
BEACHBOYS—Enable Huge Basketball
COACHOUCH—Enable Ouchy Coaches
HIMOM—Secret Message

NBA 2K1

Secret Codes

Enter any of the following codes at the "Codes" screen from the "Options" menu.

vc—Unlock three "Superstars" teams
heliumbrain—Enable giant heads



by Chris Aguilera, Escondido, CA


by Logan Clark, Olathe, KS


by Danny En, Stockton, CA



by Jonathan Manamtam, Honolulu, HI

allenbrain—Enable monster players
tvirus—Enable infected players
sohappy—Enable happy players
whatamisaying—Enable crazy commentary
betheball—Enable basketball camera
radical—Enable cool looks
the70slive—Enable hip clothes

NHL 2K

Big Head Mode + Unlock Black Box Team
When the Black Box logo appears before the title screen, hold **L + R** on Controller D and quickly press **B, B, X**. You'll hear a voice say "Oh, Black Box baby." When you start a game, all the players except for goalies will have big heads. Additionally, the secret Black Box team will become selectable.

NIGHTMARE CREATURES 2

Cheat Menu
At any time during gameplay, press **START** to pause, then hold **L + R** and press **Left, B, X, Left, B, X, Left, B, X, A, X**. If you enter the code correctly the "Cheats" menu will immediately appear.
Full Health
At any time during gameplay, hold **X + Y** and press **B** to restore all your health.

OOGA BOOGA

Secret Codes
At the main menu, select "Options," then select "Codes" and enter any of the following:
kaboom—Unlock Mine spell
strikeamatch—Unlock Fireball spell
dodgethis—Unlock Homing Head spell
kilowatts—Unlock Lightning spell
stormyweather—Unlock Lightning Cloud spell
blowhard—Unlock Tornado spell
ahousedivided—Unlock Abe Kahuna
salmonmouse—Unlock Death Kahuna
dothehustle—Unlock Disco Kahuna
heightchallenged—Unlock Dwarf Kahuna
blarneystone—Unlock Leprechaun Kahuna
warezwrong—Unlock Pirate Kahuna
secretidentity—Unlock Superguy Kahuna
porkchop—Unlock Boars
Idolatry—Unlock Tikis
aviary—Unlock Birds
saddleup—Unlock Rodeo ruleset
trickshot—Unlock Boar Polo ruleset
icheat—Unlock Level Two Kahuna Masks
therefore1am—Unlock Level Three Kahuna Masks
soveryvery—Unlock Level Four Kahuna Masks
weakandsad—Unlock Level Five Kahuna Masks

PHANTASY STAR ONLINE

Extra Costumes
At the main menu, select "New Game." At the Character Creation screen, select "Character Name," then enter one of the names below that corresponds to the character type you selected. After entering the name correctly, you'll hear a special sound effect; additional costumes will now be available for your character. Also, the "Character Name" field will still be blank after entering the code.
KSKAUDONSU—HUmar
MOUEOSRHUN—HUnewearl
RUUHANGBRT—HUcast
SOUDEGMKSG—RAmar
MEIAUGHSYN—RAcast
NUDNAFJOOH—RAcaseal
DNEAOHUHEK—FOmarl
ASUEBHEBUI—FOnewm
XSYGSSHEOH—FOnewearl

PLASMA SWORD

Secret Characters
At the character-select screen, press the following button combinations to temporarily unlock the corresponding character:
Kaede—Move the cursor to Rain, then press **Down, Down, Left, Left, Up**
Rai-On—Move the cursor to Byakko, then press **Up, Down, Left, Left, Right, Left, Up**

RAZOR FREESTYLE SCOOTER

Unlock Everything
At any time during gameplay, press **START** to pause the game, then press **Right, Down, Right, Left, Right, Up, Right, Right.** A message will appear after entering the code correctly. You may have to quit the current game to observe all of the unlocked items.

READY 2 RUMBLE BOXING

Access Special Classes + Unlock All Boxers
Enter any of the following passcodes at the "Name Your Gym" screen when you start a new game in Championship mode. You'll be able to begin the championship at the specified class with all of the boxers available to you. Note the spaces between words.
RUMBLE POWER—Bronze Class. In Arcade Mode, Kemo Claw is also unlocked.
RUMBLE BUMBLE—Silver Class. In Arcade mode, Kemo Claw and Bruce Blade are also unlocked.
MOSMA!—Gold Class. In Arcade mode, Kemo Claw, Bruce Blade and Nat Daddy are also unlocked.
POD 5!—Champ Class. In Arcade mode, all boxers are also unlocked.

READY 2 RUMBLE BOXING: ROUND 2

Secret Codes
Each of the following codes can be entered at any of the game's menu screens, but it's probably easiest to input them at the character-select screen. You'll hear the bell ring to confirm each code. If you can't get a code to register, don't press any buttons for about ten seconds and try again. Some of these codes remain in place until you turn the Dreamcast off, while others will only affect the first fight that takes place after the code is entered.
Unlock all boxers and special outfits—Press **Left, Left, Right, L, Left, Right, Right, R, R, L.**
Press the **X** button to cycle through each fighter's different outfits.
Faster gameplay—Press **Right, Right, Up, Down, Right**, then **R** four times, then **L.**
Hyper speed—Press **Left, Left, Down, Up, Down, Right, Right**, then **R** 19 times, then **L.**
See the Ending—Press **Right, Right, Right, Down, R, L**, then exit to the main menu if you're not already there.
Championship fight vs. Rumbleman—Press **L, Down, Right, Up, Left**, then **R** six times, then **L**, then **R, R, L.**
Zombie boxer—Press **Left, Up, Right, Down, R, R, L.**
Big gloves—Press **Left, Right, Up, Down, R, L.**
Extra fat boxer—Press **Right, Right, Up, Down, Right, R, R, L.**
Extra thin boxer—Press **Right, Right, Up, Down, Right, R, L.**
Extra camera angles—Press **R** 20 times, then **L**, then **R**, then **L**, then **R** 21 times, then **L**, then **R** 18 times, then **L**, then **R** nine times, then **L**, then **R** 14 times, then **L**, then **R** five times, then **L, Left, Right, Up, Down, L.** Unlike the above codes, you'll hear an explosion and the word "RUMBLE!" when you enter this one correctly. Now start a game and press **START** to pause, you'll find 15 new camera angles to choose from, including a "Player 1 Camera Control" option that allows you to position the camera anywhere you want by using the four main action buttons.
Instant Rumble Mode
At any time during a match, enter any of the following codes to instantly fill up your "RUMBLE" meter:
Level 1—**R, L, Down, Up, Up, Left, R, R, R, L**
Level 2—**R, R, L, Down, Up, Up, Left, R, R, R, R, L**
Level 3—**L, R, R, L, R, L, R, R, R, R, L, Left, Right, Up, Down**
These codes can also be entered while the game is paused, while either boxer is knocked down or even when your fighter is staggering and about to fall.

RESIDENT EVIL 2

Unlimited Ammo
At any time during gameplay, press **B** to enter the Status Screen, then, press **Up, Up, Down, Down, Left, Right, Left, Right, R**. The number representing remaining ammunition for your weapons will change to the infinity symbol.

SAMBA DE AMIGO

Random Mode
At the "Mode Select" screen, hold **Down** on the D-pad for about five seconds. The difficulty mode will select "Random."
Super Hard Mode
At the "Mode Select" screen, hold **Up** on the D-pad for about five seconds. The difficulty mode will automatically select "Super Hard."

SLAVE ZERO

Invincibility
In the middle of a game, hold **L + R** and press **B** on Controller B. The words "God Mode Enabled" will appear on the screen.
Extra Items
At any time during a game, hold **L + R** and press the **X** button on Controller B. Five items will materialize in front of you. You may repeat this code as many times as you like.
Reduce Enemy Attacks
At any time during a game, hold **L + R** and press **A** on Controller B. The words "AI Firing Disabled" will appear on the screen. Now the enemies are less aggressive.

SOUL FIGHTER

Secret Codes
At the title screen, hold **Left + Y**. Continue to hold these buttons until "Start" and "Options" appear on the screen. Then, enter the "Options" screen and select "Exit." Instead of exiting back to the main menu, the "Enter Code" screen will appear. At this point you may enter any of the codes below. After entering a correct code you'll hear a special sound effect.
Extra energy—A B X X Y A
Max weapons—X A A Y B B
Level 2—A A B X Y A
Level 3—X A Y A A B
Level 4—Y Y B A X A
Level 5—B A B X X Y
Level 6—X A X B Y Y
Level 7—A B X B Y B
Level 8—Y B B A X Y
Level 9—B Y A A X B
Level 10—X A B B A X
Level 11—Y B Y X A B
Level 12—X B A X B Y

SPACE CHANNEL 5

Auto Play Mode
At any time during gameplay, hold **L + R** and press **Up, Left, A, Left, A, Down, Right, B, Right, B**. If you entered it correctly, the computer will play the game perfectly for you.

SPEED DEVILS

Cheat Codes
Enter the following codes at any time during a game. The words "Cheat Code Notification" will appear after entering a correct code.
Unlock cars and tracks—**B, Right, B, Right, Up, B, Up**
Infinite nitro—**Down, Up, Down, Up, A, X, A**
Skip current class (Championship Mode only)—**Down, Right, Down, Right, A, X, A**
Gain $100,000 (Championship Mode only)—**A, Right, A, Right, Up, B, A**

SPIDER-MAN

Cheat Codes
Enter any of the following codes at the "Cheats" menu from within the "Special" menu. Note the spaces in some of the cheats.
WEAKNESS—Full health
ADMNTIUM—Invulnerable
GLANDS—Unlimited webbing
EGOTRIP—Pulsating head
STICKMAN—Stick Spidey
FUNKYTWN—Toon Spidey
LEANEST—Unlock everything

STAR WARS: DEMOLITION

Secret Passcodes
At the main menu, select "Options," then select "Preferences." Next, press **L + R** and a passcode entry interface will appear. Now you can enter any of the items below. You won't receive any special confirmation after entering the first code, but at the Choose Contestant screen that appears before you start a game, all four of the previously locked characters will become available, plus Darth Maul, Boushh and Lobot.
WATTO_SHOP—Unlock characters
SAD_MOVIES—Watch some movies
MOVIE_SHOW—Watch more movies

STAR WARS EPISODE 1: JEDI POWER BATTLES

Jedi Power Battle Mode
First, make sure there are two controllers plugged into the Dreamcast console. Next, at the main menu, select "New Game," then select "2 Player." Afterward, at any time during gameplay, on the first player's controller hold **R + X + Y + B** and press **A**. If you entered the code correctly, the text "Jedi Power Mode On!" will appear. Now each player can damage the other with their own attacks. Enter the code again to disable its effects.
Radar Map
At any time during gameplay, press **START** to pause, then press **Up, Down, Up, L, R, L**. A radar will appear at the top of the screen.
Warp to Last Checkpoint
At any time during gameplay, press **START** to pause, then press **L, R, L, L, R, R, L, R, R, L**. You'll be instantly transported to the last checkpoint you reached.

STREET FIGHTER ALPHA 3

Play as Shin Akuma
At the character-select screen, move the cursor to Akuma, then hold **START** and press **A**.

STREET FIGHTER III: DOUBLE IMPACT

Extra Options
From the main menu of either *Street Fighter III* or *Street Fighter III: 2nd Impact*, hold **L + R**, move the cursor to "Option," then press **START**. Next, without letting go of **L + R**, press **Left, Left, X, X, Right, Right, Down, Left, Left, Y, Y, Right, Right, Down, Left, Left, X, Y, Right, Right, Down, Left, Left, Y, X, Right, Right.** If you input the code correctly, a new item called "Extra Option" will appear.

STRIKER PRO 2000

Unlock All Teams
At the main menu, press **Up, Up, Right, Right, Y, Y, Y**. If you entered the code correctly, the Infogrames logo in the lower right corner of the screen will zoom in and out.
Manual Ball Control
At any time during gameplay, press **START** to pause the game, then press **Up, Up, Down, Down, Left, Left, Right, Right, L, L, L, R, L, R, L**. If you do this, the cursor will move through a few different menus, but don't worry. You'll hear a special sound effect after entering it correctly. Now, after pressing **START** again to unpause, you may hold down **L + R** and press **Left** or **Right** at any time to change the direction of the ball.

TEST DRIVE 6

Secret Codes
From the main menu, select "Race Menu" and enter any of the following codes as your name. You'll receive no special confirmation

TIPS & TRICKS Reader Art Gallery



by Tanner Laseter, Lewisville, TX



by Travis Cooper, Lakewood, CA



by Chase Simmons, Phoenix, IL



by Parker Elbe, Williamston, SC

from the game after entering a correct code. The codes will still be in effect even if you back all the way out to the main menu.
ERERTH—Unlock all tracks
DFGY—Unlock all cars
POIOP—Unlock all Challenges
RFGTR—Unlock "Stop The Bomber"
FFOEMIT—Freeze time limit
AKJGQ—6,000,000 credits

TEST DRIVE LE MANS

Secret Codes

From the main menu, select "Championship," then select any class, any car and any difficulty. Next, at the "Name Entry" screen, enter any of the following codes as your name. You may have to return to the main menu to see some of the codes' effects.
GOOZ—Unlock all tracks
CARNAGE—Unlock all Championship Classes
MONSTA—Unlock all cars

TNN MOTORSPORTS HARDCORE HEAT

Secret Codes

Enter any of the following codes at the Mode Select screen.
Unlock LE-2001—**Y, X, Right, Left, Right, Left, Down, Down, Up, Up**
Unlock T4 jet aircraft—**Left, Right, Down, X, X, X, X**
Random weather in Time Attack—**R, X, X, X, X, X, X, X, Y, Y, Y, Y, Y, Y**

TOKYO EXTREME RACER

Max Speed Display

In Quest mode, at the "Assist" screen just before beginning a race, press **Y** and you'll hear a special sound effect. During the game, your maximum speed ("P") and the Rival's maximum speed ("R") will be displayed at the top of the screen.

Other Car Mark

In Quest mode, at the "Assist" screen just before beginning a race, press **L** or **R** to toggle the "Other Car Mark," which simply will display a yellow arrow labeled "O" above all non-rival cars you'll encounter.

TOM CLANCY'S RAINBOW SIX

Secret Codes

At any point during gameplay you may enter any of the codes below. You'll hear a special sound effect and see a message in the lower left corner of the screen after entering a correct code. You may enter any code twice to disable its effects.
Clodhopper Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **B**
Rude Mode—Hold the analog joystick **Down** + the **D** pad **Down** and press **B**
Turn Victory Conditions Off—Hold the analog joystick **Up** + the D-pad **Down** and press **B**
Team God Mode—Hold the analog joystick **Left** + the **D** pad **Down** and press **A**.
Avatar God Mode—Hold the analog joystick **Up** + the **D** pad **Down** and press **A**
Heavy Breathing Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **A**
Mega Head Mode—Hold the analog joystick **Left** + the D pad **Down** and press **X**
Big Head Mode—Hold the analog joystick **Up** + the D-pad **Down** and press **X**
Stumpy Mode—Hold the analog joystick **Left** + the D-pad **Down** and press **Y**
Side Scroller Mode—Hold the analog joystick **Down** + the D pad **Down** and press **Y**
Turn Brains Off—Hold the analog joystick **Up** + the D-pad **Down** and press **Y**
Polska Mode—Hold the analog joystick **Down** + the D-pad **Down** and press **X**

TOMB RAIDER CHRONICLES

Special Features

At any time during gameplay, press **START** to enter the pause menu, then select "Inventory." Next, move the cursor to "Timex-TMX" and press **A**. A statistics screen will appear. Now hold the **Y** button until the item next to "Secrets Found" reads "36/36". Next, exit to the title screen by returning to the pause menu and selecting the corresponding option. A new item called "Special Features" can now be found at the Options menu.

Level Select

By holding down various button combinations at the main menu, you may start at different levels in the game. In order to successfully input each code, hold down the corresponding button combination until the game starts loading. You do not need to select any of the menu items.
The Base—Hold **L + R + Down**
Gallows Tree—Hold **L + R + Left**
The 13th Floor—Hold **L + R + Right**

TONY HAWK'S PRO SKATER

Secret Codes

At any time during gameplay, press **START** to pause, then enter any of the codes below. If you input a code correctly, the pause menu will shake back and forth. If you cannot see the code's effects immediately, you will have to return to the main menu and continue your game. For the "Unlock levels" code, you will still be able to enter a level even if it appears locked.
Unlock levels, boards, videos & Officer Dick—Hold **L** and press **B, Right, Up, Down, B, Right, Up, X, Y**
Unlock levels—Hold **L** and press **Y, Right, Up, X, Y, Left, Up, X, Y**
Infinite Special—Hold **L** and press **A, Y, B, Down, Up, Right**
Big head mode—Hold **L** and press **X, B, Up, Left, Left**
Slow motion—Hold **L** and press **X, Left, Up, X, Left**
Unlock "Skip to Restart" in pause menu—Hold **L** and press **X, B, A, Up, Down**

Unlock Private Carrera

First unlock Officer Dick, either by normal means or the above code. Next, start Career Mode with Officer Dick as your character. At any time during gameplay, press **START** to pause, then hold **L** and press **Y, Up, Y, Up, B, Up, Left, Y**. Then, exit to the main menu and continue your Career Mode game. Private Carrera will appear in place of Officer Dick.

TONY HAWK'S PRO SKATER 2

Secret Codes

At any time during gameplay, press **START** to pause. Then enter any of the codes below. The pause menu will shake left to right after entering a correct code. Press **START** again to unpause and resume play with the effects of the code(s) you just entered. However, you may have to return to the main menu and start another game to see some codes' effects.
Unlock almost everything—Hold **L** and press **A, A, A, X, Y, Up, Down, Left, Up, X, Y, A, Y, B, A, Y, B**
Unlock Trixie—Hold **L** and press **Down, Up, Left, Left, B, Left, Up, Y, Y, Up, Right, X, X, Up, A**
Turn blood off/on—Hold **L** and press **Right, Up, X, Y**
Big head mode—Hold **L** and press **X, B, Up, Left, Left, X, Right, Up, Left**
Infinite Special—Hold **L** and press **A, Y, B, B, Up, Left, Y, X**
25% faster gameplay—Hold **L** and press **Down, X, Y, Right, Up, B, Down, X, Y, Right, Up, B**
Maximum stats—Hold **L** and press **A, Y, B, X, Y, Up, Down**
Sections of the stage flash different colors—Hold **L** and press **Down, Up, X, B, Up, Left, Up, A**
Extremely low gravity—Hold **L** and press **Left, Up, Left, Up, Down, Up, X, Y, Left, Up, Left, Up, Down, Up, X, Y**
Flying skater—Hold **L** and press **Up, Up, Up, Up, A, X, Up, Up, Up, A, X, Up, Up, Up, Up**
No textures—Hold **L** and press **Down, Down, Up, X, Y, Up, Right**
Wireframe graphics—Hold **L** and press **Down, B, Right, Up, X, Y**

TOY COMMANDER

Secret Codes

While in the middle of a mission, press **START** to pause the game and enter any of the following codes. You'll hear a special sound effect when you press the last button of each code.
Max Fuel—Hold **L**, press **B, Y, A, X, B, X**
Repair Toy—Hold **L**, press **A, X, B, Y, A, Y**
Power-Up Machine Gun—Hold **L**, press **B, A, Y, X, A, B**
Power-Up Special Weapon—Hold **L**, press **X, A, Y, B, A, X**
99 Special Weapons—Hold **L**, press **A, B, X, Y, B, A**
Unlock All Missions—Hold **L**, press **A, Y, X, B, Y, X**

TRICKSTYLE

Cheat Codes

Enter the following codes at the "Cheats" screen under the "Options" menu.
TEAROUND—Always win
JWISH—Infinite time
TRAVOLTA—Power-up moves (all special moves unlocked)
CITYBEACONS—Win everything (all races unlocked)
INFLATEDEGO—Big heads

ULTIMATE FIGHTING CHAMPIONSHIP

999 Skill Points

From the main menu, select "Career," then select "Make New Fighter." As you select the different parameters for this new fighter, change the first name to "Best" and the last name to "Buy". Note the uppercase and lowercase characters in both words. When you do this, your new fighter will have 999 Skill Points.

UNREAL TOURNAMENT

Secret Codes

At any time during gameplay, press **START** to pause the game, then enter any of the following codes.
Level skip—**Up, Down, Left, Right, Right, Left**
Invincibility—**Left, Left, Right, Right, Down, Up**
Restore all health—**Down, Down, Down, Left, Up, Right**
Maximum ammunition—**Left, Right, Left, Right, Right, Left**

VIGILANTE 8: 2ND OFFENSE

Secret Codes

Select "Options" from the main menu. Make sure the cursor is on "Game Status," then press **A** twice. Next, press the **L** and **R** buttons at the same time. You'll then be able to enter a code at the bottom of the screen. You'll hear someone say "Funky!" after entering a correct code. For the "Watch all endings" code, press **A** again immediately after entering the code.
LLA_KCOLNU—Unlock all characters
LLA_DORTOH—Maximum stats
ELBICNIVNI—Invincibility
RAPID_FIRE—Faster firing rate
GO_SLOW_MD—Slower gameplay
JACK_IT_UP—Higher suspensions
MORE_SPEED—Faster cars
GO_RAMMING—Heavier cars
QUICK_PLAY—Quick start in Arcade Mode
HOME_ALONE—Play alone in Arcade Mode
HI_CEILING—Hover higher
OLD_LEVELS—Unlock original V8 levels
NO_GRAVITY—No gravity
GO_MONSTER—Big wheels
LONG_MOVIE—Watch all endings
DRIVE_ONLY—No wheel attachment icons
BLAST_FIRE—Super missiles
UNDER_FIRE—Attract enemies
MIXED_CARS—Select same cars in multiplayer

VIRTUA FIGHTER 3TB

Fight Against the Alphabet Character

At the main menu, select Normal Mode. At the character select screen, move the cursor to Akira and press **START**. Then move the cursor to Lau and press **START**. Next, move the cursor to Pai, hold **START** and press **X**.

Play as the Alphabet Character

At the main menu, select Normal Mode. At the character selection screen, move the cursor to Akira and press **START**. Then move the cursor to Lion and press **START**. Next, move the cursor to Pai and press **START**. Select any character to play as and he/she will appear as the alphabet character.

Play as Dural

At the character select screen, press **Down, Up, Right, Left, START**, Dural's picture will appear in place of Akira. Use the D-pad to enter the code, not the analog joystick.

VIRTUA STRIKER 2

Secret Teams

Enter any of the following codes below at the team selection screen after starting a game in Arcade mode. For each code, move the cursor to the first team specified, then press **START**. Then, move the cursor to the next team specified, and press **START** again. When you press **START** for the last team in the list, the corresponding secret team will appear on the screen. Each code must be executed before the timer runs out.
Team FC Sega—France, Chile, South Africa, England, Germany, Argentina.
Team MVP Yuki Chan—Yugoslavia, USA, Korea, Italy
Team Royal Genki—Yugoslavia, USA, Korea, Italy, then move the cursor to Yuki Chan, hold **START** and press **A**

WACKY RACES

Cheat Codes

At the beginning of a game, drive into the "Wacky Races" sign, which will be right behind you immediately after you select a car. At the menu that appears, select "Cheats" and enter any of the cheat codes below. Remember, you must go to the "Code Collection" menu and manually turn on any cheat after entering its code.
WACKYGIVEAWAY—All Challenges & Tracks
WACKYSPOILERS—All Cars
BARGAINBASEMENT—All Abilities
CRACKEDNAILS—Super Difficult Mode

WILD METAL

Cheat Codes

Enter these codes anytime during gameplay using the D-pad (not the analog joystick).
Invincibility—**Y, Right, B, Left, X, Down**
Full health—**Down, Down, A, X, B, X**
All weapons—**A, A, Right, Y, A, Right**
Speed boost—**Up, X, Down, B, A, Y**
Show all Power Core locations—**Y, B, A, Left, Down, Down**
No enemy attacks—**B, Down, A, Down, X, Y**

ZOMBIE REVENGE

Fighting Mode Stage Select

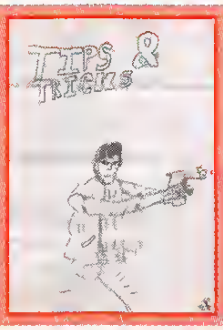
At the Fighting Mode screen, hold **START** and press **A**. A stage select screen will appear before the character selection screen.

Alternate Costume

At the character select screen, hold **START** and press **B**. You won't get any special confirmation, but your character will wear an alternate set of clothes during the game.


by Michael Workley
Derby, NY


by Core Anonymous
Lewistown, MT



by Sean Moore,
Cedar Rapids, IA



by Samantha Yagloski,
Warren, MI

GameShark

Codes for use with InterAct Game Products' GameShark Video Game Enhancers

PlayStation

Beckyerd Soccer
300BD43E-0004 + 300BD442-00FF—Always have Cannonball, Player 1
300BD43E-0003 + 300BD442-00FF—Always have Bowling Ball, Player 1
300BD43E-0001 + 300BD442-00FF—Always have Twister, Player 1
300BD43E-0002 + 300BD442-00FF—Always have Underground, Player 1
300BDA9A-0004 + 300BDA9E-00FF—Always have Cannonball, Player 2
300BDA9A-0003 + 300BDA9E-00FF—Always have Bowling Ball, Player 2
300BDA9A-0001 + 300BDA9E-00FF—Always have Twister, Player 2
300BDA9A-0002 + 300BDA9E-00FF—Always have Underground, Player 2

Barbie Explorer
8008DB8A-000F—Infinite lives
8008CD40-0064—All gems

Billierds
800D9678-0000—Always Player 1's turn
800D9678-0001—Always Player 2's turn
800B5958-FFFF + 800B595A-FFFF—All trick shots complete
80107688-0008—One ball to win (Basic)
800B595E-FF03—Everyone unlocked and beaten

Bob The Builder: Can We Fix It?
80023608-2400 + 800672A8-0001—Infinite time to fix the leaks

Card Gemes
B011BEF0-EA60—Max chips (in-game)
800AA828-EA60—Max. money

Dence Dence Revolution: Disney Mix
8008180C-0A00—Infinite Dance Meter, Player 1
80083364-0A00—Infinite Dance Meter, Player 2

Driver 2
D00E5D9A-B7FF + 800D0F46-001E—Press **X** + **R1** for North turbo
D00E5D9A-BDFF + 800D0F46-FFE1—Press **X** + **R2** for South turbo
D00E5D9A-B8FF + 800D0F3E-001E—Press **X** + **L1** for East turbo
D00E5D9A-BEFF + 800D0F3E-FFE1—Press **X** + **L2** for West turbo
D00E5D9A-F3FF + 800D0F4A-0100—Press **L1** + **R1** to flip car
D00E5D9A-FCFF + 800D0F42-0003—Press **L2** + **R2** to levitate

Hot Wheels Extreme Recing
800E6324-1000—Infinite health, Player 1
800E713C-1000—Infinite health, Player 2
800E7F54-1000—Infinite health, Player 3
800E8D6C-1000—Infinite health, Player 4
D00E65BA-FFFE + 80083014-0800—Press **SELECT** for all cars
800E66E4-0002—Quick win
800B3010-0006—All Cups and tracks unlocked

JumpStart Wildlife Safari: Field Trip
300AD84A-0001 + 300AD84D-0001 + 300ADB50-0001 + 300ADB53-0001 + 300ADB56-0001—Unlock Casey
800ADB48-0101 + 300ADB4B-0001 + 300ADB4C-0001 + 800ADB4E-0101 + 300ADB51-0001 + 300ADB52-0001 + 800ADB54-0101—Have all keys

Mery-Kete & Ashley: Crush Course
3009357C-0001—One stroke (Time Lapse)
3009357E-0001—One stroke (Pinball)
300935B0-0001—One stroke (Refrigerator)
30093581-0001—One stroke (Fun Factory)
30093582-0001—One stroke (Great Pyramids)
30093583-0001—One stroke (Stone Henge)
30093584-0001—One stroke (Great Wall)
30093585-0001—One stroke (Mayan Temple)
300935B6-0001—One stroke (The New World)
30093587-0001—One stroke (The Capitol)
301972C2-0080—Max stars (Field Tryout)
30091F01-00D0—Infinite time (Journalism)
300C179C-000C—Infinite exposures (Journalism)
30091F01-00D0—Infinite time (Marine Biology)
D009A8FA-FFFE + 800C1B78-0000—Press **SELECT** for instant win (MB)
3017CAFC-00FF + 3017CAFE-00FF + 3017CB08-00FF—Always win carnival games
30151AD6-0080—Max stars (Beach Tryouts)

NASCAR Thunder 2002
8002AD80-01F4 + B002D09C-01F4 + 8002D2CC-01F4 + 8002E924-01F4—Quick win

NBA ShootOut 2002
300E881A-0006—Infinite time-outs, Away team
300E8818-0006—Infinite time-outs, Home team
300ED1F0-0018—No shot clock

Nicktoons Racing
D00A879E-FFFE + 80061F58-0002 + D00A879E-FFFE + 80061F5C-0003—Press **SELECT** to start on last lap
30061EC6-0004—Infinite Turbo (Easy)

One Piece Mansion
8012FED8-E100 + 8012FEDA-05F5—1 million dollars
30114F65-0001—Unlock Pitica

Rocket Power: Team Rocket Rescue
800AC770-FFFF—Infinite time
D00B6952-FEFF + 800B106C-FFFF—Press **L2** for max Special Meter
800B10C8-2811—Always Turbo speed

Teles of Destiny 2
80134FD0-423F + 80134FD2-000F—Max Gald
800FEA0C-001E—Perfect score in Beginner Exam
3012941D-0000—Never lose Craymel Ball
8013549C-FFFF + 8013549E-FFFF + 301354A0-000F—All Recipes
300C7D11-0001—Show Red Markers
300C7D11-0002—Walk through walls
300C7D11-0003—Red Markers/walk through walls
5000B302-0000 + 80134FE0-0F0F—Have all items

Tennis
3017D8EA-0001—Unlock Jim
3017D88D-0006 + 8017D88E-0606 + 8017D890-0606 + 8017D892-0000 + 8017D894-0000 + 3017D896-0000—Win match after one game

PlayStation 2

Arctic Thunder
EC8FECD0-1442AB54—[M] Must be on
4CB87D78-1456E7B2—Max Boost
4CB87D9C-1456E7B2—Max Shot Accuracy
4CB87DC0-1456E7B2—Max Number Dropped
4CB87DE4-1456E7B2—Max Blast Radius 1
4CB87D08-1456E7B2—Max Shield Strength
4CB87C2C-1456E7B2—Max Invisibility
4CB87C50-1456E7B2—Max Blast Radius 2
4CB87C74-1456E7B2—Max Spray Time
4CB87C98-1456E7B2—Max Chain Length
4CB87FB8-1456E7B2—Max Accelerator
4CB87FDC-1456E7B2—Max Top Speed
4CB87F00-1456E7B2—Max Handling
4CBF94E8-1456E7B7—All characters
4CBF94F0-1456E7A0—All tracks
4CBF94F8-1456E7A1—All battle arenas

Casper: Spirit Dimensions
ECB52F58-14345B9C—[M] Must be on
4CC88EE8-1456E7A8—Infinite Shield energy
4CC88EE0-1456E751—Infinite Comet energy

ESPN X Gemes Skateboarding
EC8A17A0-14439B6C—[M] Must be on
7C1EEE38-144EE7A6 + 3D988229-1456E7A5 + 4C1EEE58-1456E6A6—All Boards
4D529744-1456E6B9—Full Special
3C1EFB78-1456E79D—Jughead, Player 1
3C1EFB78-1456E79E—Bartender John, Player 1
3C1EFB78-1456E79F—Evil Carrot-Top, Player 1
3C1EFB78-1456E7A0—Chaquita, Player 1
3C1EFB78-1456E799—Gov. Ventura, Player 1
3C1EFB78-1456E79A—Carrot-Top, Player 1
3C1EFB78-1456E79B—Mr Gallagher, Player 1
3C1EFB78-1456E7B5—Alien, Player 1
3C1EFB78-1456E7B7—Bighead Bob, Player 1
3C1EFB78-1456E7B8—Bighead Carlos, Player 1
3C1EFB78-1456E7B1—Bighead Chad, Player 1
3C1EFB78-1456E7B2—Bighead Chris, Player 1
3C1EFB78-1456E783—Bighead Colin, Player 1
3C1EFB78-1456E7B4—Bighead Kerry, Player 1
3C1EFB78-1456E7AD—Bighead Lincoln, Player 1
3C1EFB78-1456E7AE—Bighead Rick, Player 1
3C1EFB78-1456E7C1—Padded Skater, Player 1
3C1EFB78-1456E7C4—Helmet Skater, Player 1

Guilty Geer X
EC878240-143D5814—[M] Must be on
4CC1535C-1456D882—Infinite time

Monster Rencher 3
EC8CA14C-14318EDC—[M] Must be on
1CA24054-144F25CC—Infinite money
4CA2CCC8 1456E404 + 4CA2CCCE-1456E404—Infinite HP, Player 1
4CA2D1A0-1456E7D7 + 4CA2D1A6-1456E7A5—No HP, Player 2
4CA2CCC6-1456E404—Max Pow., Player 1
4CA2CCCC-1456E404—Max Int., Player 1
4CA2CCCA-1456E404—Max Spd., Player 1
4CA2CCD0-1456E404—Max Def., Player 1
4CA2D19E-1456E404—Max Pow., Player 2
4CA2D1A4-1456E404—Max Int., Player 2
4CA2D1A2-1456E404—Max Spd., Player 2
4CA2D1A8-1456E404—Max Def., Player 2
4CA2D19E-1456E7A6—Low Pow., Player 2
4CA2D1A4-1456E7A6—Low Int., Player 2
4CA2D1A2-1456E7A6—Low Spd., Player 2
4CA2D1A8-1456E7A6—Low Def., Player 2

NHL Hitz 20-02
ECAF51A0-141B01F4—[M] Must be on
4D72AAF6-145625DD—Infinite Turbo, Player 1
4D72AAFA-145625DD—Infinite Turbo, Player 2
4D72AAFE-145625DD—Infinite Turbo, Player 3
4D72AA02-145625DD—Infinite Turbo, Player 4
4D72AA06-145625DD—Infinite Turbo, Player 5
4D72AA0A-145625DD—Infinite Turbo, Player 6
4D72AA0E-145625DD—Infinite Turbo, Player 7
4D72AA12-145625DD—Infinite Turbo, Player 8
4D717178-1456D41D—Infinite credits
4CDFBC42-1456DBA5 + 1CDFBC48-144ADBB1 + 4CDF8C4C-1456DBB1—Max creation stats

Dkege: Shedow King
EC878458-14407CFC—[M] Must be on
1CCB9C94-1D56E7A5—Max cash
4CC89F44-1456E404—Infinite HP, Ari
4CC89F40-1456E404—Max HP/Lvl., Ari

Portal Runner
EC841220-14459340—[M] Must be on
4C83E9EC-1456E7A5—Max Jewels
4C8F2EE4-1456E788—Infinite basic arrows
4C8F2EE8-1456E788—Infinite Fire arrows
4CBF2EEC-1456E788—Infinite Explosive arrows
4CBF2EF0-1456E788—Infinite Lightning arrows
4CBF2EF4-1456E788—Infinite Golden arrows
4CBF2EF8-1456E788—Infinite Piercing arrows
4CBF2EFC-1456E788—Infinite Trident arrows
4CBF2E00-1456E788—Infinite Water arrows

Silent Hill 2
EC8DBED0-14431F04—[M] Must be on
4CA9F29A-145625DD + 4CA9F2A2-145625DD—Infinite health

Silent Scope 2
EC8816A0-14465F34—[M] Must be on
4CB488A-1456E7A3—No reload
4CB48B74-1456E6A5—Infinite health, Player 1
4C81A99C-1456E7A7—Infinite credits
4CB48BA6-1456E70C—Infinite time
4CB3E9EC-1456E7A5—Always head shot, Player 1
4CA99942-1456800C—Enable all bosses
4CA9993E-1456B00C—Enable all options
1CA99940-61DF800C—Enable all extra options

Spy Hunter
EC8783C4-14317DE4—[M] Must be on
4CDE4D04-1456E766—Objective Points, Agent 1
4CDE51A4-1456E766—Objective Points, Agent 2
4CDE5544-1456E766—Objective Points, Agent 3

Stretch Penic
EC88792C-1443AB40—[M] Must be on
4CFD73C0-1456E788—99 Points

Nintendo 64

FIFA '99
8039D437-0063—Infinite creation points

International Superstar Soccer 64
8011CF7E-0029—Unlock All-Stars

International Superstar Soccer '98
800D9F54-0002—Unlock All-Stars

NBA In the Zone '98
8013C2D6-0007—Infinite time-outs, Home team
8013C2D7-0007—Infinite time-outs, Away team

NFL Quarterback Club 2001
800817D8-0028—Infinite time to choose play

NFL Quarterback Club '98
800A6739-0028—Infinite time to choose play

Tony Hawk's Pro Skater 2
810E88C0-FFFF + 810E88C2-FFFF + 810E88C4-FFFF + 810E88C6-FFFF + 810E88C8-FFFF + 810E88CA-FFFF—All tricks available (Tony Hawk)
810E89A4-FFFF + 810E89A6 FFFF + 810E89A8 FFFF + 810E89AA-FFFF + 810E89AC-FFFF + 810E89AE-FFFF—All tricks available (Bob Burnquist)
810E8A88-FFFF + 810E8A8A-FFFF + 810E8A8C-FFFF + 810E8A8E-FFFF + 810E8A90-FFFF + 810E8A92-FFFF—All tricks available (Steve Caballero)
810E886C-FFFF + 810E886E-FFFF + 810E8870-FFFF + 810E8872-FFFF + 810E8B74-FFFF + 810E8B76-FFFF—All tricks available (Kareem Campbell)
810E8C50-FFFF + 810E8C52-FFFF + 810E8C54-FFFF + 810E8C56-FFFF + 810E8C58-FFFF + 810E8C5A-FFFF—All tricks available (Rune Glifberg)
810E8D34-FFFF + 810E8D36-FFFF + 810E8D38-FFFF + 810E8D3A-FFFF + 810E8D3C-FFFF + 810E8D3E-FFFF—All tricks available (Eric Koston)
810E8E18-FFFF + 810E8E1A-FFFF + 810E8E1C-FFFF + 810E8E1E-FFFF + 810E8E20-FFFF + 810E8E22-FFFF—All tricks available (Bucky Lasek)
810E8EFC-FFFF + 810E8EFE-FFFF + 810E8F00-FFFF + 810E8F02-FFFF + 810E8F04-FFFF + 810E8F06-FFFF—All tricks available (Rodney Mullen)
810E8FE0-FFFF + 810E8FE2-FFFF + 810E8FE4-FFFF + 810E8FE6-FFFF + 810E8FE8-FFFF + 810E8FEA-FFFF—All tricks available (Chad Muska)
810E90C4-FFFF + 810E90C6-FFFF + 810E90C8-FFFF + 810E90CA-FFFF + 810E90CC-FFFF + 810E90CE-FFFF—All tricks available (Andrew Reynolds)
810E91A8-FFFF + 810E91AA-FFFF + 810E91AC-FFFF + 810E91AE-FFFF + 810E91B0-FFFF + 810E91B2-FFFF—All tricks available (Geoff Rowley)
810E928C-FFFF + 810E928E-FFFF + 810E9290-FFFF + 810E9292-FFFF + 810E9294-FFFF + 810E9296-FFFF—All tricks available (Elissa Steamer)
810E9370-FFFF + 810E9372-FFFF + 810E9374-FFFF + 810E9376-FFFF + 810E9378-FFFF + 810E937A-FFFF—All tricks available (Jamie Thomas)
810E9454-FFFF + 810E9456-FFFF + 810E9458-FFFF + 810E945A-FFFF + 810E945C-FFFF + 810E945E-FFFF—All tricks available (Custom Player 1)
810E9538-FFFF + 810E953A-FFFF + 810E953C-FFFF + 810E953E-FFFF + 810E9540-FFFF + 810E9542-FFFF—All tricks available (Custom Player 2)
810E961C-FFFF + 810E961E-FFFF + 810E9620-FFFF + 810E9622-FFFF + 810E9624-FFFF + 810E9626-FFFF—All tricks available (Custom Player 3)
810E9700-FFFF + 810E9702-FFFF + 810E9704-FFFF + 810E9706-FFFF + 810E9708-FFFF + 810E970A-FFFF—All tricks available (Custom Player 4)
810E97E4-FFFF + 810E97E6-FFFF + 810E97E8-FFFF + 810E97EA-FFFF + 810E97EC-FFFF + 810E97EE-FFFF—All tricks available (Officer Dick)
810E98C8-FFFF + 810E98CA-FFFF + 810E98CC-FFFF + 810E98CE-FFFF + 810E98D0-FFFF + 810E98D2-FFFF—All tricks available (Spider-Man)
800E9DD8-0001 + 800F0B98-0001—Unlock Spider-Man
800EA0CB-003F—Unlock Hoffman Factory & Skate Heaven

Game Boy Color

007: The World Is Not Enough
9164-12CB—Infinite health
9101-A4CB—Have Key

Barbie: Pat Rescue
9103-7DC4—Infinite health (tries)
910A-78C4—Quick win
9105-CAC4—Full happiness
9105-CBC4—Full health
9163-12C1—Infinite time
9100-CFC7—Instant win (Owl Safari)

Bob the Builder: Fix It Fun!
9122-C8C6—Infinite time & energy
9108-C7C6—1 item needed for instant win

Dragon Warrior I & II
91FF-88CA + 91FF-89CA—DWI: Infinite gold
91FF-F0C9 + 91FF-F1C9 + 91FF-F2C9 + 91FF-F3C9—Max stats for hero
919F-88CA + 9186-89CA + 9101-8CAC—DWII: Infinite gold
91FF-16CA + 91FF-17CA—Max HP (Prince of Cannock)
91FF-18CA + 91FF-19CA—Max MP (Prince of Cannock)
91FF-1ACA + 91FF-1BCA + 91FF-1CCA + 91FF-1DCA + 91FF-1ECA—Max stats (Prince of Cannock)
91FF-40CA + 91FF-41CA—Max HP (Princess of Moonbrook)
91FF-42CA + 91FF-43CA—Max MP (Princess of Moonbrook)
91FF-44CA + 91FF-45CA + 91FF-46CA + 91FF-47CA + 91FF-48CA—Max stats (Princess of Moonbrook)

Lufie: The Legend Returns
93FF-6CD5—Infinite HP
93FF-11D6—Infinite IP
93FF-62D5—Max level
95FF-20D6—1-hit enemy kills

Wendy: Every Witch Way
9163-6BCA—Infinite lives
9105-6CCA—Infinite stars
91CD-B5CA—Infinite time
9111-D1CA—Start on last level

Woody Woodpeckar Racing
9100-22C0—Low lap time
9203-55D0—Instant win

Game Boy Advance

Advence Wars
F81EA499-C8DE272D + 5E7259C6-97C5008E—[M] Must be on
202FC6FD-228BADF8—Always Day 1
8925F1DB-BE106F77 + 8918135A-034F83D8—Infinite G
4B27C76F-0DD7EB87 + 36663189-5EDF529F—Power-up
51E07A1F-31A118A3 + 89628007-4226EDFF—No enemy power
78960794-27667199—Press G5 button for slow

Atlantis: The Lost Empire
EDED61B1-46534472 + 63C7BE6C-9BE75689—[M] Must be on
75C5E27C-94013C4F + 63C7BE6C-9BE75689—[M2] Must be on (2)
BFED0095-D8F62F69—Infinite health
07F1C384-6B444DE4—Quick 1-Up
32584AF4-675D05D3—Infinite continues
1DB442E7-5BD200CA—Infinite ammo
78960794-27667199—Press G5 button for slow

Back Track
3C29DDD7-5169B808 + AFDAA8F6-4D64D33D—[M] Must be on
46D7097B-50B485C2 + EF9A1E18-6F862A65—Infinite armor
21B3335A-9C56FCA4 + 791E2B5E-A144309A—Infinite health
8A7AD9FE-C71D4F54 + FECB885E-25FC4C6A—Infinite ammo

Caesar's Palace Advance
D64D3EF3-BE1C6051 + 916CA0A4-7F6725AF—[M] Must be on
7C801FC5-B4D76011—Infinite cash
78960794-27667199—Press G5 button for slow

F-14 Tomcat
485D47F2-CF7835A3 + C0D22FC1-FA6978C0—[M] Must be on
F200E525-64C2C9E3—Infinite fuel
89E4B5A1-26F57883—Infinite lives
AF43C712-C94CD115—No damage
B177281C-8D4D2E7A—Guns never overheat
79A4424F-312AC599—Press G5 button for slow

GT Advance Championship Racing
C4798318-C7C7D386 + 1CA0EACA-583E10DF—[M] Must be on
5B69EE72-87618452 + 46EF9658-261B3825 + 3CFE4094-A56EB775 + 2979EC25-824DD7AD + CA064E1E-392FFE27 + 1646BAC4-39926DEB—Unlock all cars & extras
AEC1ABD7-690F4FCE + 22670CE9-8947F064 + 62D5D32B-168B1A8E + ACD9BDF5-989DA2EA + 76F0564C-74BA1E6C + 57BF4627-96978B8B + 6C20F652-2D6EF8B1 + DB55DA88-40DAE546 + 122C0E2F-2F59A987—Unlock all tune-ups
FAC32B03-D12DC938 + 80A2C131-2E848AA8 + 79DAB2D4-44CED811 + EB511F41-A1C3517D—Unlock all tracks

Pinobee: Wings of Adventure
6FCCC142-958D398C + C8D9445D 78DB0B04—[M] Must be on
CD3A3166-72E692F8 + 049E1B13-F514DF2F—Max. Flower
2172D000-C90C8AC0—Infinite Life Meter
9039793C-ABC96185—Max. energy
78960794-27667199—Press G5 button for slow

Power Rangers: Time Force
21E6FB8A-471F3AF7 + 23BDF2F0-6940F438—[M] Must be on
86245406-1122FD38—Infinite health
C7A63AEE-28C41C10—Infinite energy
C7A63AEE-28C41C10—Have all three weapons
2A8C41C1-10768875—Infinite continues

Rugrats Castle Capers
476348FA-9E1B0EF5 + FD8F44F6-856F558B—[M] Must be on
30F43CC8-B1841777—Max Diapies
A8982439-FFC4F6BA—All items collected

Spider-Man: Mysterio's Menace
B2EDD770-A9321FCE + 19BB441D-3A3453BD—[M] Must be on
DD0AFC0E-C486695A—Have six Web Cartridges
70D0DE9B-12913AC7—Infinite Web Meter
A11CA2D9-8F9AA073—Infinite health
BCDF85B3-F8AA54AA—Infinite lives
4098274D-95725A46—Have Armor Suit
78960794 27667199—Press G5 button for slow

Super Street Fighter II: Turbo Revival
76B2AA45-00CA50A2 + 98E18696-6FE7C82C—[M] Must be on
82E1617E-8CC17703—Infinite time
6C9C3138-F81D5F55—Infinite energy, Player 1
70EF7B09-4DE958A0—No energy, Player 2

Dreamcast

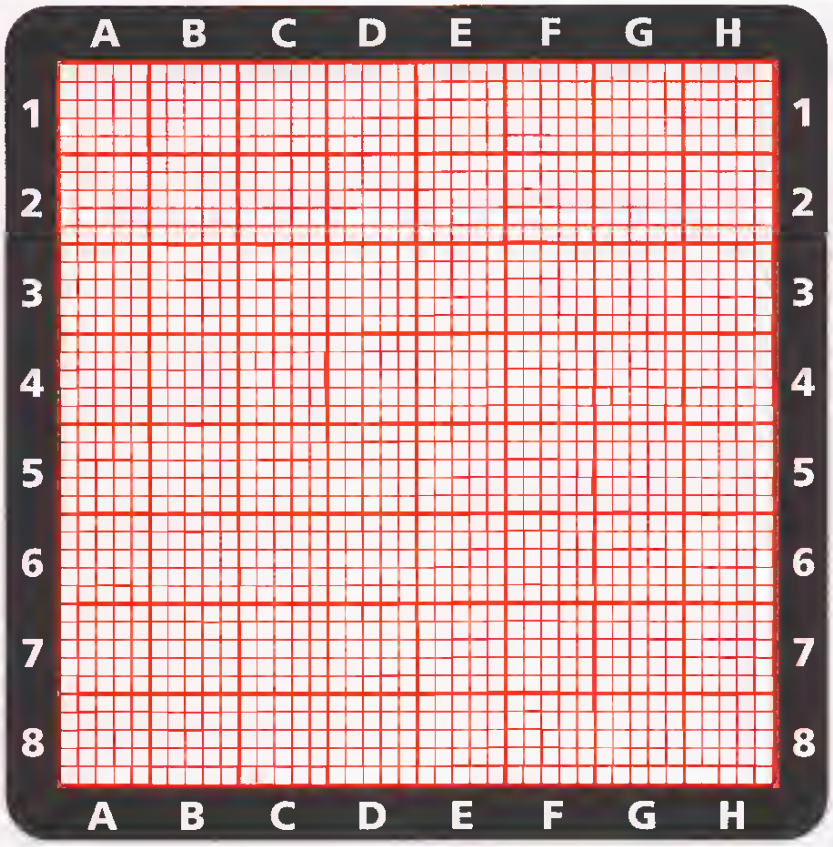
Heavy Metal: Geomatrix
9C5D88F8—[M] Must be first
C02AD5BE-000003E8—Infinite health, Player 1
B88FEE02-00000000—Low health, Enemy 2
8AADD81E-00001000—Infinite time
B5DFEE55-00000028—Infinite weapon ammo, Player 1
ADCDC323-00000028—Infinite weapon ammo, Player 2
245EECA9—[M] Must be last

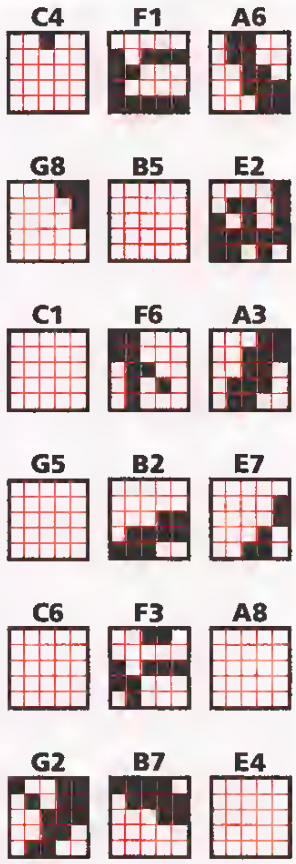
Mat Hoffmen's Pro BMX
9C5D88F8—[M] Must be first
50F5F347-00000079—Unlock Granny, Tony Hawk, Warehouse and Burnside
E6E87EBF-00000063 + 249C71C5-FFFFFFFF + 7B92A7CD-FFFFFFFF—Unlock all levels (Mat Hoffman)
93E99CF3-00000063 + D30B0DD6-FFFFFFFF + 330F3925-FFFFFFFF—Unlock all levels (Mike Escamilla)
682C70C5-00000063 + 95C99CF3-FFFFFFFF + E229FEBF-FFFFFFFF—Unlock all levels (Cory Nastazio)
48685E54-00000063 + 56947347-FFFFFFFF + AA6C779F-FFFFFFFF—Unlock all levels (Joe Kowalski)
F5F52F7D 00000063 + 366F3925-FFFFFFFF + 88CDEC0D-FFFFFFFF—Unlock all levels (Rick Thorne)
864DEC0D-00000063 + C7FB6152-FFFFFFFF + 2DFC71C5-FFFFFFFF—Unlock all levels (Dennis McCoy)
46AB5E54-00000063 + 7032A7CD-FFFFFFFF + C51B6152-FFFFFFFF—Unlock all levels (Kevin Robinson)
10741F7F-00000063 + 40885E54-FFFFFFFF + 9CA99CF3-FFFFFFFF—Unlock all levels (Simon Tabron)
C0DB6152-00000063 + FC952F7D-FFFFFFFF + 5E747347-FFFFFFFF—Unlock all levels (Granny)
6C6C70C4-00000063 + ACCC779E-FFFFFFFF + F2F52F7C-FFFFFFFF—Unlock all levels (Tony Hawk)
245EECA9—[M] Must be last

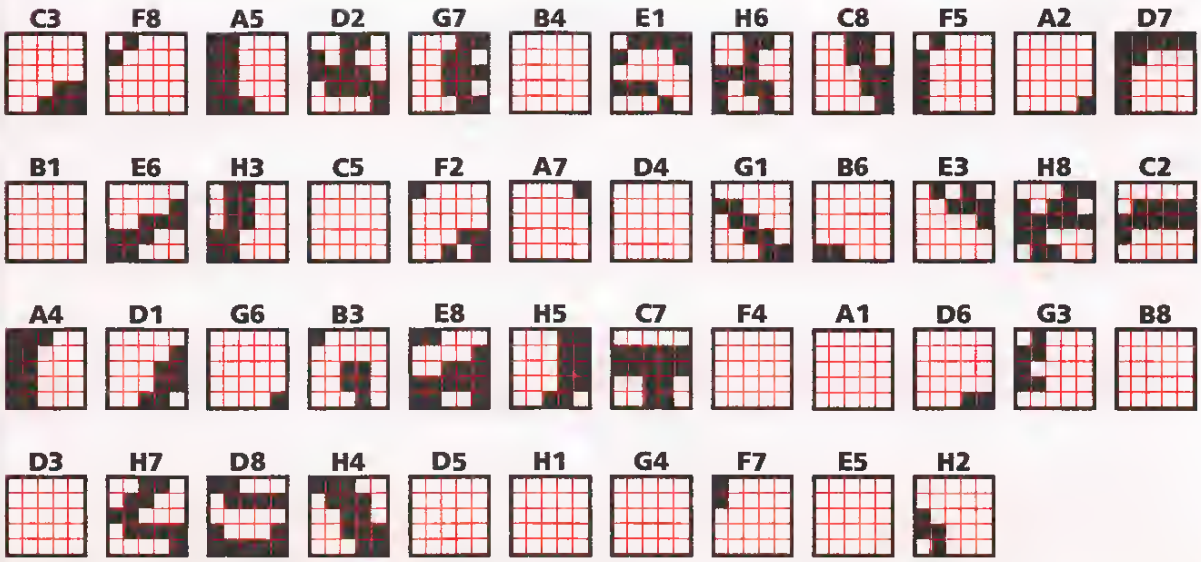
TIPS & TRICKS™

Grab a pencil and get ready to unlock the secret images in our new monthly feature: *Tips & Tricks Pencil Puzzles*! Every issue will include two puzzles featuring your favorite video game characters. It's up to you to put the pieces together and figure out what the pictures are! Follow the instructions on the next page to reveal the hidden images. It's easy; you don't need math skills and you don't have to be a great artist. If you can fill in a square, you can unlock the mystery!

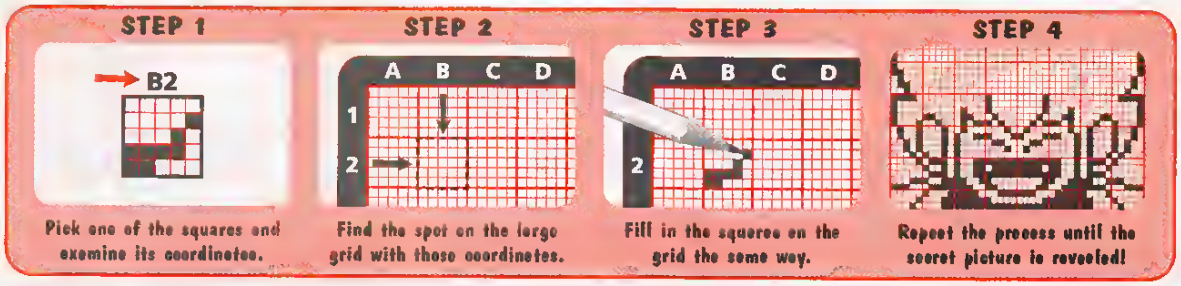
Pencil Puzzles







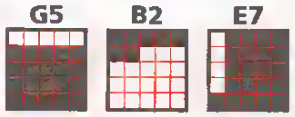
Directions





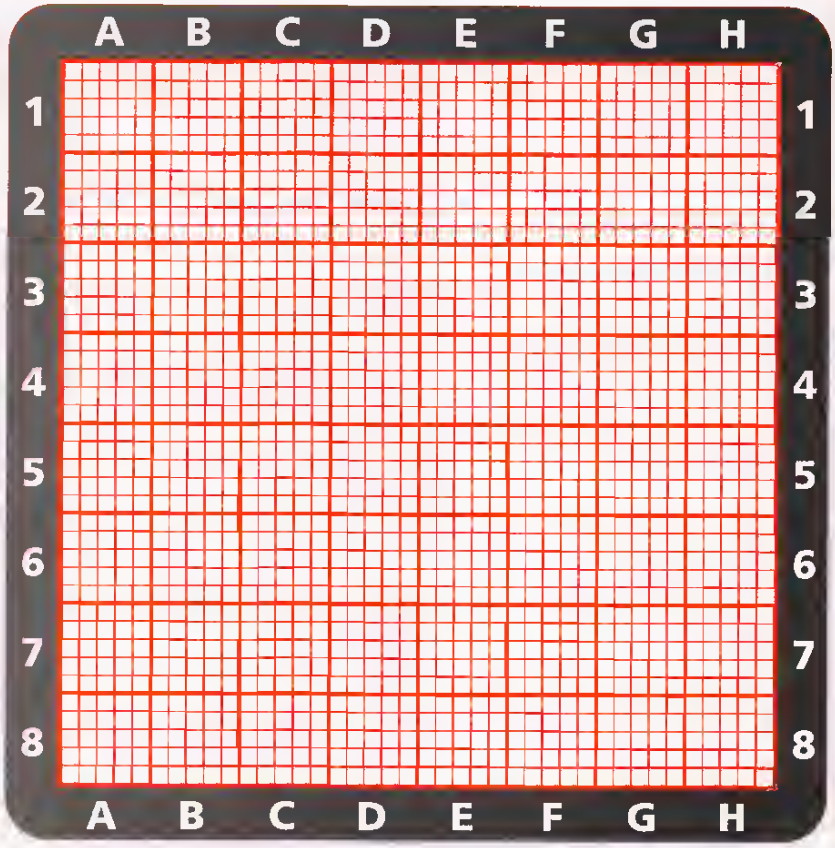














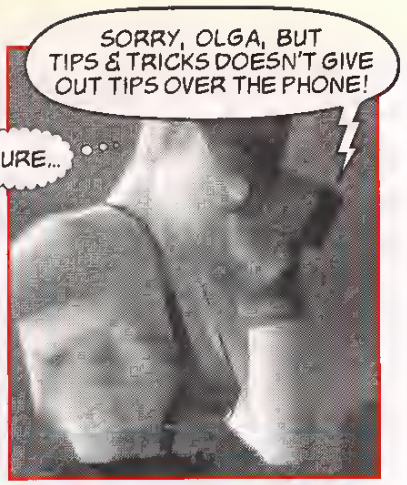






Pencil Puzzles

HINT HOTLINES



If you're having trouble with a video game and you need IMMEDIATE assistance, follow these steps and you might get the help you need!

1) Examine the game, the box it came in or the instruction manual to find out the name of the game's publisher.

2) Check this page to see if that company has a tip hotline that you can call for advice!

3) If you can't find that company's name on this list, check the game, the box or the instruction manual to see if the publisher lists a phone number that you can call for tips.

4) As a last resort, if the game you're having trouble with is made for the Nintendo 64 or Game Boy (Color), try Nintendo's hotline; it's the only one we know of that can usually supply tips for third-party games.

5) Whatever you do, DON'T call *Tips & Tricks!* We don't have a tip hotline and we're very busy working on the next issue for you.

NOTE: All Hint Hotlines require a touch-tone phone; callers must be a minimum of age 18—or have parental permission—to call.

3DO
1-900-CALL-3DO (1-900-225-5336)
HOURS Monday through Friday, 9 AM to 12 PM and 2 PM to 5 PM (Pacific Standard Time)
COST 95¢/minute

989 STUDIOS
1-900-933-SONY (U.S.)
1-900-451-5757 (Canada)
HOURS (U.S.) Monday through Friday 8 to 5 PM Pacific Standard Time for live information, 24 hours for automated help
(Canada) 24-hour automated information
COST (U.S.) 95¢/minute automated, $1.40/minute live, $6.95 to $16.95 for tips by mail, $5 to $20 for card recharge
(Canada) $1.50/minute for automated hints

ACCLAIM
1-900-407-TIPS (1-900-407-8477)
HOURS (unknown)
COST 95¢/minute

ACTIVISION
1-900-680-4468 (U.S.)
1-900-451-4849 (Canada)
HOURS Monday through Friday, 9 AM to 5 PM Pacific Standard Time (excluding holidays)
COST (U.S.) 99¢/minute
(Canada) $1.49/minute

AGETEC, INC.
1-900-288-ASCII (1-900-288-2724)
HOURS 24 hours a day, 365 days a year
COST 95¢/minute

AMERICAN SOFTWORKS CORP.
1-900-CALL-ASC (1-900-225-5272)
HOURS 24 hours a day
COST 80¢/minute

ATLUS SOFTWARE
1-900-CALL-ATLUS (1-900-225-5285)
HOURS (unknown)
COST 95¢/minute or $1.25/minute for live assistance

CAPCOM
1-900-680-CLUE (1-900-680-2583) (U.S.)
1-900-677-2272 (Canada)
HOURS Monday through Friday, 8:30 AM to 5 PM (Pacific Standard Time)
COST (U.S.) 99¢/minute for 24-hour pre-recorded information, $1.35/minute for live help
(Canada) $1.35/minute

CRAVE ENTERTAINMENT
1-900-903-4468 (U.S.)
1-900-677-4468 (Canada)
HOURS (unknown)
COST (U.S.) 95¢/minute
(Canada) $1.50/minute

DREAMWORKS INTERACTIVE
1-900-454-GAME (1-900-454-4263)
HOURS 24 hours a day, 365 days a year
COST 95¢/minute

EIDOS
1-900-773-4367 (U.S.)
1-900-643-4367 (Canada)
HOURS 24 hours a day
COST 99¢/minute

ELECTRONIC ARTS
1-900-288-HINT (1-900-288-4468)
1-900-451-4873 (Canada)
COST (U.S.) 95¢/minute
COST (Canada) $1.15/minute

FOX INTERACTIVE
1-900-CALL4FOX (1-900-225-5436)
HOURS (unknown)
COST 85¢/minute

GT INTERACTIVE
1-900-CALL-2GT (1-900-225-5248)
HOURS (unknown)
COST 95¢/min

INFOGRAMES
1-900-454-HINT (1-900-454-4468)
HOURS (unknown)
COST 99¢/minute

INTERACT GAMESHARK CODELINE
1-900-773-7427 (U.S.)
1-900-677-4242 (Canada)
HOURS 24 hours a day, 7 days a week
COST (U.S.) $1.27/minute
COST (Canada) $1.79/minute

INTERPLAY
1-900-370-PLAY (U.S.)
1-900-451-6869 (Canada)
HOURS 24 hours a day, 7 days a week
COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

KONAMI
1-900-896-HINT (1-900-896-4468)
HOURS Automated help 24 hours a day, 365 days a year, live assistance Monday through Friday, 9 AM to 5:30 PM (Pacific Standard Time)
COST 95¢/minute for automated help, $1.25/minute for live assistance

LUCASARTS
1-900-740-JEDI (1-900-740-5334) (U.S.)
1-900-677-JEDI (1-900-677-5334) (Canada)
HOURS (unknown)
COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

MIDWAY
1-903-874-5092
HOURS Monday through Friday, 10 AM to 6:30 PM (Central Time); Automated help available 24 hours a day, 365 days a year
COST Standard long-distance rates to Texas apply

NAMCO
1-900-737-2262
HOURS Monday through Friday, 9 AM to 5 PM (Pacific Standard Time)
COST 95¢/minute for automated tips, $1.15/minute for live assistance

NINTENDO
1-900-288-0707 (Live assistance, U.S.)
1-900-451-4400 (Live assistance, Canada)
1-425-885-7529 (Power Line—automated tips)
HOURS (Live assistance) Monday through Saturday, 6 AM to 9 PM (Pacific Standard Time)
Sunday 6 AM to 7 PM (Pacific Standard Time)
HOURS (Power Line) 24 hours a day
COST (U.S.) $1.50/minute
COST (Canada) $2.00/minute
COST (Power Line) Standard long-distance rates to Seattle, Washington apply

PSYGNOSIS
1-900-976-HINT (1-900-976-4468)
HOURS Monday through Friday, 9 AM to 5 PM for live assistance, automated tips available 24 hours a day, 365 days a year
COST 95¢/minute for automated tips, $1.35/minute for live assistance

SEGA
1-900-200-SEGA (U.S.)
1-900-451-5252 (Canada)
HOURS (unknown)
COST (U.S.) 95¢/minute for automated tips, $1.50/minute for live assistance
COST (Canada) $1.50/minute

SIERRA
1-900-370-KLUE (1-900-370-5583) (U.S.)
1-900-451-3356 (Canada)
HOURS 24 hours a day, 7 days a week
COST (U.S.) 95¢/minute
COST (Canada) $1.25/minute

SONY COMPUTER ENTERTAINMENT AMERICA
1-900-933-SONY (1-900-933-7669) (U.S.)
1-900-451-5757 (Canada)
HOURS Monday through Friday, 8 AM to 6 PM (Pacific Standard Time) for live assistance, automated support available 24 hours a day, 365 days a year
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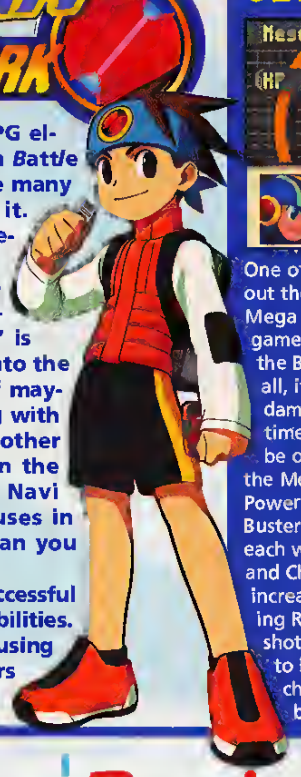
by Chris Patrick

MEGA MAN BATTLE NETWORK

With an emphasis on *Pokémon*-style RPG elements and item collection, *Mega Man Battle Network* is markedly different from the many *Mega Man* games that have preceded it. That said, the game offers a unique gameplay experience of surprising depth and complexity.

The game takes place in ACDC Town with the player in the role of Lan, a plucky school-age "Net-Battler." An enigmatic group known as the "WWW" is creating havoc by letting loose malevolent viruses into the virtual world—the Net—that are causing all sorts of mayhem and mischief in the real physical world: messing with traffic signals, causing appliances to explode and other dastardly events. Lan must face these problems in the physical realm, while Mega Man.EXE—Lan's Net Navi (short for "Net NAVIgator") program—battles viruses in the virtual realm. Only by mastering both realms can you defeat the evil schemes of the WWW.

Key to defeating the WWW is the collection and successful usage of Battle Chips that augment Mega Man's capabilities. There are 175 Battle Chips hidden in the game, and using them in certain combinations grants special powers and capabilities.



Power the Buster



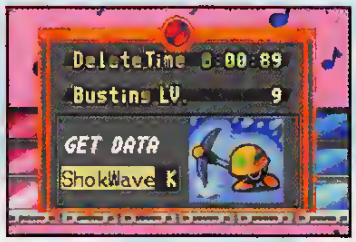
One of your best weapons throughout the game is Mega Man's trusty Mega Buster. The first part of the game may lead you to believe that the Buster isn't worth much; after all, it only does one measly point of damage and has a long recharge time. All of these shortcomings can be overcome by carefully upgrading the Mega Buster when you get PowerUp items for Mega Man. The Buster is rated in three categories, each with five levels: Attack, Rapid and Charge. Increasing Attack power increases shot damage, while boosting Rapid decreases delay between shots. Boosting Charge allows you to hold down the B button to charge up a powerful one-shot blast from the Mega Buster.

Program Advance

Use the Program Advance option to mix different battle chips together to create potent combinations. Select the chips in the order listed on the battle setup screen before combat, then press A to activate the program advance feature. This is a partial list of effective chip combos; experiment to find more!

Zeta-Cannon 1	Cannon ABC, Cannon BCD or Cannon CDE
Zeta-Cannon 2	HiCannon GHJ, HiCannon HIJ, HiCannon IJK
Zeta Cannon 3	M-Cannon KLM, M-Cannon LMN, M-Cannon MNO
Zeta Spread 1	Spreader HIJ, Spreader IJK, Spreader JKL
Zeta Arrow 1	TriArrow ABC, TriArrow BCD, TriArrow CDE
Zeta Spear 1	TriSpear FGH, TriSpear GHI, TriSpear HIJ
Zeta Lance 1	TriLance KLM, TriLance LMN, TriLance MNO
Zeta Ratton 1	Ratton1 ABC, Ratton1 BCD, Ratton1 CDE
Zeta Ratton 2	Ratton2 FGH, Ratton2 GHI, Ratton2 HIJ
Zeta Ratton 3	Ratton3 KLM, Ratton3 LMN, Ratton3 MNO

Busting Level Tips



Each time you fight a virus, you'll be given a virus buster rating that ranges from 1 (poor) to 10 (excellent). A good virus buster score will increase your odds at getting rare battle chips as prizes. To improve your busting level, try to defeat your enemies as quickly as possible while avoiding as much damage as you can. Defeating more than one enemy at a time—using area effect battle chips such as Bubbler—will also tend to give you a better virus busting score.

STAGE 1 Off to School



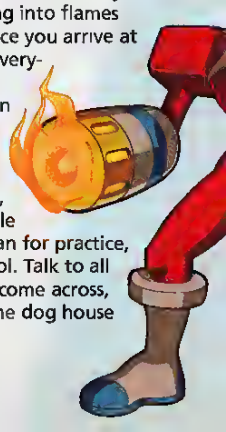


The game begins with our hero Lan oversleeping, a character trait that follows him throughout the game! Once Lan gets his lazy bones out of bed, grab the PET off the dresser and say hello to your Net Navi, Mega Man EXE. Make note of the secret location of Lan's tools in the dresser (you'll need them later) and read all of your morning email...especially the one from Dad, which will give you a **Cross-Gun C** chip. Exit the bedroom and talk to Lan's mother, then check the kitchen table, finding a **Recov10 A** under the plate next to Lan's home to grab a **ShotGun K** chip.





Exit Lan's house and walk with the talkative Mayl to school—you'll learn that ovens are mysteriously bursting into flames across town. Once you arrive at school, talk to everyone in the classroom, then listen to Ms. Mari's introduction to virus busting. After the lesson, feel free to battle Dex and GutsMan for practice, then leave school. Talk to all the people you come across, then jack into the dog house



STAGE 2
Mr. Match and Fireman



After exploring ACDC Town and chatting with everyone, head back into Lan's home and talk to his Mom, then enter Lan's room and jack into the Net. Talk to Glyde—Yai's Net Navi—about a missing program. Hunt nearby to find the wayward code, then retrace your steps to let Glyde know you found the program and you'll receive Yai's portal address for your trouble. Jack out and head back into the kitchen to reveal the first challenge of the game, arriving in the form of an exploding oven. It seems that a WWW virus is behind the trouble, so jack into the stove and send Mega Man to the rescue!



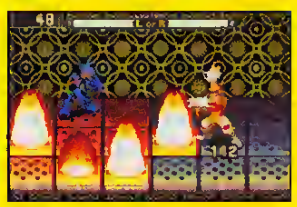


Talk to all the friendly programs you find; you'll learn that you need to obtain the IceBlock program from the thawing section in order to get past the flames in your path.



After finding the IceBlock program, Mega Man will be shut down by a blast of flame! In the real world, head to Lan's bedroom and grab the water gun from his stash of tools. Head back to the kitchen to douse most of the fire, then jack into the net to face FireMan.

Boss: Fireman



As the first boss you encounter, FireMan is mostly a pushover—just keep moving, plink him with your cannon and blast him with as many powerful battlechips as you can. He's most vulnerable immediately before and after blasting his flame cannon. He shouldn't take too long to finish!

STAGE 3
Mr. Higsby and Numberman



Now that Lan has saved his Mom's stove from meltdown, it's time to hit the sack. You'll awake to the message that a few weeks have passed, and Lan once again is late for school. Rush to school and head into your classroom (5B). Talk to all the other students and you'll be introduced to Mr. Higsby, the bespectacled replacement teacher for Ms. Mari. After the enigmatic Higsby exits the classroom, let Dex Jack into the blackboard (and fail), then hop on the Net with Mega Man.

The School Net is filled with a variety of doors that can only be opened by answering certain questions:

Number of desks in room 5A = 9
Number of volumes in the History of the World = 30
Number of doors in school = 16
Number guessing = Enter high and low numbers to find answer





At one point you'll need to untie Ms. Mari from the storage room to get the Teacher Pass, which will allow you to fix the school server. Once the server has been fixed, head back into the Net to face NumberMan and Mr. Higsby.

Boss: Numberman



Like FireMan, NumberMan isn't too tough. His two main attacks are by an advancing wall of number spheres and a rolling a die-based area attack that affects all squares at once. Defeat the number spheres by shooting the lowest numbered ones, and blast the die before it triggers the area effect attack to avoid taking damage.





Now that you've bested NumberMan and shamed Mr. Higsby into being an upstanding citizen again, head home and grab some sleep. Once you awake, you'll discover the subway system has been blocked by an unknown virus. Enter the subway (found in the southwest corner of ACDC Town) and chat with all the frustrated passengers

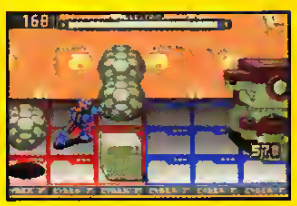




STAGE 4
Subway and Stoneman

You'll need to get on the Net to find out what's going on, so exit the subway and visit Dex's house, a tan two-story building west of the playground. Once you find Dex, take up his challenge to fight GutsMan. After you've whipped GutsMan, Dex will give you his web address and a copy of his GutsMan program. Next, jack into Dex's computer and hunt down StoneMan, the virus responsible for mucking up the subway system.

Boss: Stoneman



StoneMan is the toughest boss so far in the game. His first round of attacks will be a series of falling boulders; look out for their shadows and move before they strike. After you've dished out some damage to StoneMan, one of his arms will separate and emerge somewhere on the battle map, firing a powerful laser. Avoid the laser and keep blasting StoneMan until he crumbles.

STAGE 5

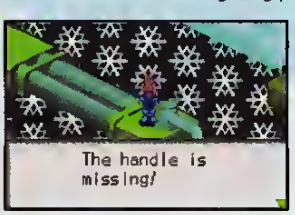
Iceman and Dr. Froid



Head back to the subway and get a pass to the Government Complex. You won't be able to find Lan's Dad, but be sure to talk to everyone and jack into all the locations you can. Leave the complex and head back to DenTown. Lan's Dad will tell Lan he's sorry. Go to bed!



After Lan wakes up, you'll learn that strange water problems have been afflicting the town. Head to school to find out about a missing student, then hop on the subway to visit the waterworks at the government complex. In the complex you'll meet Chaud, an official NetBattler who is investigating problems at the waterworks.



You won't be able to access parts of the waterworks complex until lunchtime, so wait in your dad's office. Once lunch is here, jack into the WaterWorks network. You'll be faced with a system of ice-covered pathways; clear them by turning on and off faucets throughout the level. (Note: Look for a faucet without a handle; you'll need to return to it later.)

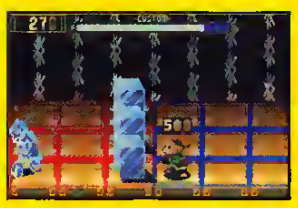


After making your way through the icy maze, you'll face two Cold Bears that have frozen the network. Defeat the Cold Bears to unfreeze the waterworks, then jack out.



Back in town, you'll learn that the water is flowing, but people are now getting poisoned! After Chaud appears and berates you, head over to the car next to Higsby's Chip Shop to free the missing kid (Froid) from the trunk. He'll give you a handle program and a note for his father. Make tracks back to the WaterWorks, jack into the network and use the handle program on the faucet with the missing handle to access the rest of the network. You'll eventually meet up with IceMan; after you defeat him, Mega Man gives the message to Dr. Froid from his son. After Dr. Froid comes to his senses and fixes the network, jack out and head back to ACDC Town.

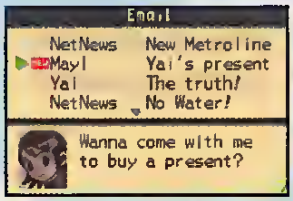
Boss: Iceman



IceMan may not look like much, but he does pack quite a punch. His first attack centers on hurling icy blocks your way—blast them with projectile battle chips or your buster as fast as you can. The more deadly attack is the ice storm, keep an eye out for the shadow of the storm before it strikes. You should have a wide enough variety of Cannon battle chips to create a Zeta Cannon (see Program Advance list) now, so put it to good use!

STAGE 6

ColorMan and the Runaway Bus





Now that IceMan is history, Lan will get an email from Mayl saying that she wants to go shopping to get a present for Yai. She'll end up being late, so head to Dentown early to do some exploring. (Refer to the Jack-In Locations list for some exploration suggestions.) As you return to ACDC Town, Mayl will cut short the shopping trip due to some errands. Head back to Dentown on your own and you'll receive an email from Mayl asking you to meet her in block 1. After their meeting, Lan and Mayl will go their separate ways. Explore all five blocks on Dentown; as you're doing so, you'll learn that the WWW has infected all the traffic signals with viruses, causing all sorts of mischief and mayhem.





Jack into the traffic signal and you'll face a system of lighted switches which open one path while closing another once you walk over them. Navigate this puzzle to repair the traffic signals.





Back in the real world, a cranky WWW operative promises to escalate the violence by hijacking a bus! Mayl will email you to say that she's trapped on the bus, so jack back into the traffic signal to trigger the correct sequence of lights. After you've done this to a few traffic lights, the bus will stop. Your next challenge will be a gas control program virus that promises to explode the bus, so you'll have to jack into the bus and help Mayl's NetNavi (Roll) as she battles ColorMan. After defeating ColorMan, jack out for your reward from Mayl, then return to ACDC Town.

Boss: Colorman

ColorMan relies on two odd penguins—one blue and one red—for most of his attacks. The





blue fires ice-based weapons, while the red relies on fire weapons. Keep moving and fire between the penguins to exact some damage on ColorMan when he appears between his fine feathered friends. Area effect battle chips (like NumberMan's die attack) can be very effective here.

STAGE 7

ElecMan and the Power Shortage



Once you get home, you'll receive an email from Lan's Dad about a party at the government complex. Your mom will be running late, so leave early to get to the complex before her. Once Lan meets up with his parents, head into the banquet hall and chat with all the guests in attendance. After you've spoken with everyone, a guest speaker will appear.. who turns out to be a well-lit WWW henchman! Once the lights go out, exit the banquet hall, enter the dust bin and visit the power plant. Talk to the scientist in the control room about the risks of jacking in without power on the Net—you'll need to move quickly in this stage, as Lan's PET only has a limited amount of electricity it can use before you'll be forced to Jack out again.





Once you've jacked into the power plant network, you'll be faced with one of the more challenging areas in the game. Many of the paths will be invisible, forcing you to collect, recharge and use a variety of batteries to open and close various paths. Speak with all the programs you meet, as they'll provide valuable clues on how to get through the maze.





You'll eventually meet ElecMan, who will be invincible thanks to his endless supply of electricity. You'll need to exit the Net and shut down the generator in order to give Mega Man a chance at defeating him. Once ElecMan has been defeated, NetBattler Chaud will appear and fight you with ProtoMan. Once ProtoMan is defeated, jack out, turn the generator back on and return to the party.



Boss: ElecMan



ElecMan has powerful electric-based attacks, but he doesn't move very quickly. Use his slow movement speed to your advantage: Wait until he lines up with Mega Man, blast him a few times with the buster and then hop out of his way. Wood-based chips are your best bet; if you've managed to defeat the lunch counter vendor outside the government complex, you may have a WoodMan battle chip, which is very effective here.

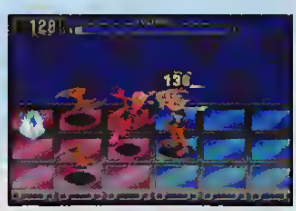
STAGE 8

BombMan and the Net



After saving the government complex, head back to ACDC town and visit Lan's house. You'll get some emails that will point you at a new threat—head back to the Government Complex and visit the SciLab.





Talk to everyone you meet; you also need to NetBattle Dr. Froid in the Water Works for the WWW PIN number. You'll eventually learn that NetBattler Chaud is up to something new in Central DenCity. Go to DenCity and talk to Chaud. After a testy exchange with your rival, duck inside Miyu's antique shop and NetBattle her and SkullMan for her Miyu portal link.

Head back to ACDC Town and talk to Mr. Higsby; he'll give you a memo. Jack onto the Net using Lan's own PC at home, then guide Lan to the previously locked section of the Net. Once you find the unusual locked link, Higsby will drop you an email telling you to go to SciLab to meet an ex-WWW member. Jack out and make tracks to SciLab, where you'll meet a scientist who will tell you about two other former WWW members. a teacher in Dentown school and an old man in ACDC Town. Each will give you a memo that will unlock other portions of the Net; head back home and hop on your PC to access the new areas. You eventually face BombMan; after you've defeated him, stop by SciLab for a chat with Lan's dad, then return home for some long overdue shut-eye.







Boss: BombMan



BombMan isn't one for up-close and personal combat; he prefers to stand back and boot bombs at you as he moves about his side of the battle screen. The blast pattern of his bombs are X-shaped, so be mindful of where the bomb lands. Being fire-based, BombMan takes more damage from water-based chips like Aqua Tower.

STAGE 9 Wily and the Final Virus



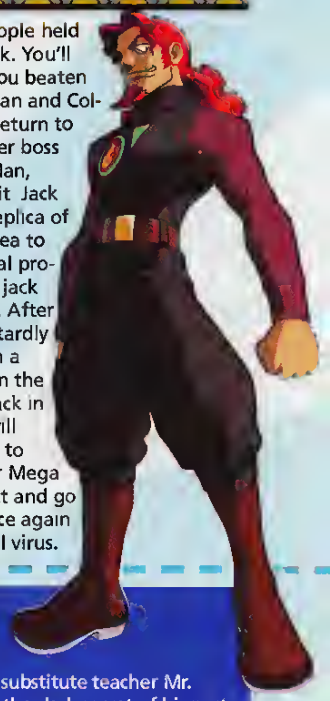


Lan will awake to find the WWW has initiated its final attack. Talk to mom and watch the TV on your way out, then head to Higsby's chip store and grab the subway pass off the counter. Head to the subway station and talk to all the subway officials, who tell you that your pass isn't valid while they spread rumors about a secret subway line. Go to the school and search behind the statue in the parking lot to find the secret subway entrance. Your pass won't work, so exit the secret subway and visit Lan's father in the Government Complex, who will fix Lan's pass. Head back to the school and re-enter the secret subway.





Go to the WWW lab and free the people held captive there, then enter the first lock. You'll face replicas of many of the bosses you beaten before—FireMan, NumberMan, IceMan and ColorMan. After defeating each, you'll return to the real world and the way to another boss will be open. After defeating ColorMan, search Wily's office to find his portrait Jack into the portrait and you'll enter a replica of ElecMan's lair. Search through this area to find and destroy the final program lock. As you try to jack out, MagicMan appears. After you defeat him, the dastardly Wily will give MagicMan a second chance, ending in the defeat of Mega Man. Back in the real world, Chaud will give you a hub program to use on Mega Man. After Mega Man is repaired, Jack out and go through the portrait once again to face Wily and his final virus.



Final Boss: LifeVirus



This final virus is far and away the toughest boss you'll face. His attacks are incredibly powerful, and a powerful shield will make it tough for you to damage him easily. Just keep moving to avoid his attacks, look for openings and rely on chip combos to do the most damage.

Mr. Higsby's Chip Store





After you've defeated substitute teacher Mr. Higsby and discovered the dark secret of his past, he'll soon open a chip trading shop in the northwest corner of ACDC Town. In addition to selling a variety of rare battle chips directly over the counter, Higsby's shop features two battle chip-trading machines. One allows you to insert three chips in return for one randomly-selected chip of low to medium rarity, while the other accepts 10 battle chips and will potentially reward you with a rare and more valuable chip.

The usefulness of the chip trading machine is negligible in the early part of the game, as you won't have many excess chips to trade. However, in the latter half of the game—when Lan's pockets are stuffed with low-powered battle chips from all of his NetBattling—the chip trading machines in Higsby's store are well worth using.

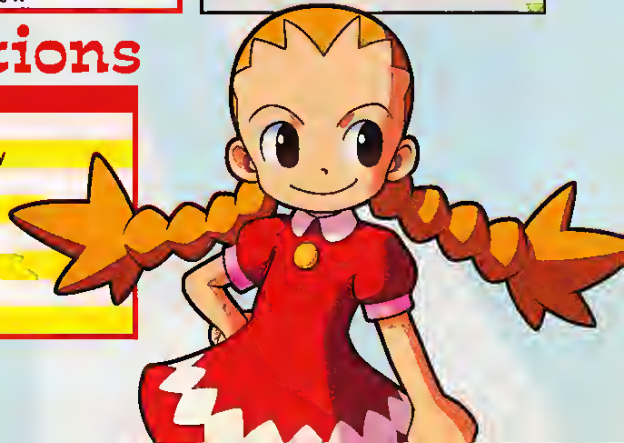
Chip Trades

Stage	Location	Reward
2	Lan's School, Girl in Nurse's Office	Give 3 Invisible-I for 1 Shotgun-K
2	Lan's School, Boy in AV Room	Give 30 MetGuard-A for 1 BusterGuard A
4	ACDC Town, Old Man in NE corner	Escape F, H, J, L, N for KngtSwrd G
4	ACDC Town, Old Man in SW corner	Recov80 G for dentures (Find in park)
4	ACDC Town, Kid in NW corner	FireTowr F for DynaWave R



Extra Jack-In Locations

Stage	Location	Reward
1	Lan's Doghouse	ShotGun-K
2	Lan's School, Teacher's Car	PowerUp HP Memory
4	WaterWorks, Lobby TV	Escape-L
4	Waterworks, Vending Machine	Spreader-J
4	SciLab, Vending Machine	5000 Zenny
4	Dad's Office, Jack-In Test	HiCannon-J
6	Dentown Summer School cabinet	Barrier-R
6	Dentown Summer School blackboard	PowerUp



TIPS & TRICKS Tournament Report

by Jason Wilson

Sponsored by TwinGalaxies The Official Electronic Games Scoreboard™ www.twingalaxies.com

This monthly column features reports on all of the major arcade and home video-game tournaments happening across the nation! On these pages you can see photos of the country's greatest players, check our calendar for dates, locations and tournament events in your area and even get tips on how to run your own video game tournament. Support your local arcade and get your tournament in *Tips & Tricks* Magazine! To contact us about a tournament in your area that you'd like us to cover, send us a fax at (323) 651-3042, or write to us at least two months in advance at *Tips & Tricks Tournament Report*, c/o Jason Wilson, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211.

MOTOR CITY BEATDOWN!

On October 27, 2001, Wizzard's Arcade in Warren, Michigan (a suburb of Detroit) hosted its first *Capcom vs. SNK 2* and *Tekken 4* Tournaments. 40 players converged from Canada, Illinois, Ohio and Indiana to try to claim the Midwest's first championships in either of these two new games. To do so, they would need to defeat the Midwest *Capcom vs. SNK* and *Tekken Tag Tournament* champion, Ari Weintraub from Illinois. In the *Capcom vs. SNK 2* portion of the tournament, Ari played well with his team of Ryu, Sakura and Blanka, but faltered in the end, losing to Julian S' Ratio 4 Sagat. Juan Tolbert took first place with his P Groove team of Geese, Joe and Rock, winning the finals 2-1! In the *Tekken 4* portion of the tournament, Mike "Jinmaster" Brandt from Detroit was unstoppable with Jin, defeating "AliVegas" and his famed Xiayou 2-1, 2-1 in the finals. Congratulations to all the winners... and thanks to George Massu of Detroit for pictures!





UNITED STATES TOP 10 PLAYER RANKINGS

(Rankings based on previous tournament performances, compiled by *Tips & Tricks* Magazine)

***Capcom vs. SNK 2* Top 10 Players**

1. John Choi (Golfland USA, Sunnyvale, CA)
2. Jason Nelson (Golfland USA, Sunnyvale, CA)
3. Jason Cole (Golfland USA, Sunnyvale, CA)
4. Jason Wilson (All Amusement Center, Van Nuys, CA)
5. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
6. George Posados (Shatto 39 Lanes, Los Angeles, CA)
7. Kris "KP" Patel (Family Fun Center, Granada Hills, CA)
8. Julian Robinson (University Pinball, Philadelphia, PA)
9. Arturo Sanchez (Chinatown Fair, New York, NY)
10. Alex Navarro (Flipper's Amusement Center, Miami, FL)

***Marvel vs. Capcom* 2 Top 10 Players**

1. Justin Wong (Chinatown Fair, New York ,NY)
2. Alex Valle (Southern Hills Golfland, Stanton, CA)
3. Duc Do (James Games/Southern Hills Golfland, Upland, CA/Stanton, CA)
4. Jay "Viscant" Snyder (Nickel City, La Jolla, CA)
5. Ricky Ortiz (Golfland USA, Sunnyvale, CA)
6. Rattana Phantarouh (University of Washington, Seattle, WA)
7. Mike Devonish (Chinatown Fair, New York, NY)
8. Golden Nismor (Hawaii)
9. Peter "Combofiend" Rosas (College Arcade, Los Angeles, CA)
10. Alex Koo (University Pinball, Philadelphia, PA)

TOURNAMENT CALENDAR

RECURRING TOURNAMENTS

Capcom vs. SNK 2 Bi-Weekly Tournaments
Contact: Golfland USA
855 E. El Camino Real
Sunnyvale, CA
(408) 245-1322

Flipper's Amusement Center Tournaments
Contact: Flipper's Amusement Center
8364 Mills Dr.
Miami, FL 33183
(305) 273-0381
Flipper's Amusement Center holds various weekly tournaments in *The Grid*, *Capcom vs. SNK*, *Capcom vs. SNK 2*, *Marvel vs. Capcom 2*, and *Street Fighter III 3rd Strike*

Eight on the Break Tournaments
Contact: Eight on the Break
340 North Ave.
Dunellen, NJ 08812
(732) 752-8880
Eight on the Break holds tournaments twice a week on *Marvel vs. Capcom 2*, *Tekken 4*, *Capcom vs. SNK 2* and others.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: George Alfonso
All Amusement Fun Center
7888 Van Nuys Blvd.
Van Nuys, CA 91402
(818) 756-0550
The All Amusement Centers in Burbank and Van Nuys hold various player-sponsored monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK*.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: Southern Hills Golfland
12611 Beach Blvd.
Stanton, CA 90680
(714) 895-4550
Southern Hills Golfland, the site of various national video-game tournaments, currently holds monthly tournaments on *Marvel vs. Capcom 2* and *Capcom vs. SNK* with cash and tokens awarded for the top three spots.

***Marvel vs. Capcom 2/Capcom vs. SNK 2/Tekken 4* Monthly Tournaments**
Contact: University Pinball
4006 Spruce St.
Philadelphia, PA 19104
(215) 387-3923
The home of many *Street Fighter* and *Tekken* tournaments in the past, University Pinball currently holds bi-weekly tournaments in *Marvel vs. Capcom 2*, *Capcom vs. SNK 2* and *Tekken 4*. Cash prizes awarded to the top three spots.

TIPS & TRICKS SPORTS DESK

by Mike Daly

Greetings, sports fans, and welcome to the Tips & Tricks sports section! In this monthly column, I'll be bringing you all of the freshest dirt on your favorite sports video games. Not reviews, but tips, strategy advice and roster changes that will keep you in the lead while keeping your games as true-to-life as possible. I'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

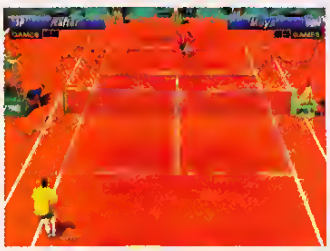
Tennis 2K2



In the sterile, personality-free world of pro tennis, controversy rarely rises to more than a tepid boil. Unlike other sports' quarterback controversies, drug violation policies and contraction issues, tennis meanders along on the occasional strength of its nose-to-the-grindstone participants. In the '80s the most controversial occurrence in tennis came when John McEnroe called a dome-headed umpire a "bald eagle." In the '90s a female streaker ran across the court just prior to the beginning of a match, permanently destroying Malivai Washington's focus and chances for a victory. Now we have the Williams sisters, a unique factory of controversy in their own right. Will she play or won't she? I could be talking about either sister here, as each has recently dealt with accusations that she has faked injuries for the benefit of the other.

I'm happy to report, though, that no barrier exists in Sega Sports' *Tennis 2K2* for the Dreamcast to prevent the Williams sisters from playing one another. You can seed both of them in a tournament and neither will mysteriously go down with an ankle injury. While I won't pretend to think that men's tennis is more exciting than women's tennis (it's less competitive and features much more leg hair), I've got to believe the main reason that *Tennis 2K2* features the Williams sisters on its cover is because Sega couldn't land any of the top men's names in American tennis. The game features 16 merquee players to choose from, eight women and eight men. The only notable exclusions from the women's side are Martina Hingis and Jennifer Capriati (and Anna Kournikova, but people don't watch her for good tennis); otherwise, the game features all the high-profile tour players, including the Williams sisters, Lindsey Davenport and Jelena Dokic. The men represented illustrate just why men's tennis has become such a ratings nightmare. No American players are featured, no Sampras, no Agassi. Some recent major winners are excluded as well (no Ivanisivic or Marat Safin). What you get is Kafelnikov, Tim Henman and Carlos Moya and five more, slightly less notable players. With the lack of star power, it helps that *Tennis 2K2* features a bunch of other positive elements. You can create a player to join the tour and heve that player enter various matches in the endeavor to raise your ranking to #1. A training mode can be used to elevate your skills as well as have some fun in the process. The training challenges are smaller games that feature elements of other games. One training challenge has you facing tanks that shoot tennis balls. Another simulates bowling while a third resembles Nintendo's *Duck Hunt* game. By performing well in these challenges, you can raise your skill level and place higher on the tour. Good performances on the tour will earn you money with which you can buy more gear. In addition to the 16 featured tennis players, *Tennis 2K2* offers five courts in such locations as London, Paris and New York (presumably unlicensed versions of Wembley, Roland Garros and Flushing Meadows). Additional courts can be opened by buying them in World Tour mode after you have earned enough money to afford them.









Tennis strategy is fairly basic, but it's good to keep in mind the following concepts. The further back you stand (i.e. close to or on the baseline), the harder and farther you will hit the ball. It is natural to step into the shot, which will move you increasingly closer to the net and accordingly reduce your power. Try to stay on the baseline until you are certain that you're ready for the right approach shot. Once you've got your opponent caught on one side of the court, you can approach and slam his or her lob shot into the front-row seats. If you approach too soon or too close, the better players will lob it over your head but still inbounds, so try to maintain a flexible position not far from the center of your court. Player placement is as important as which button to hit. The sooner and better you can anticipate the shot and put your player in front of it, the better you will hit it back.

With bright arcade-style graphics, Sega's *Tennis 2K2* is a solid and enjoyable game that would only benefit from the addition of more top-level names.

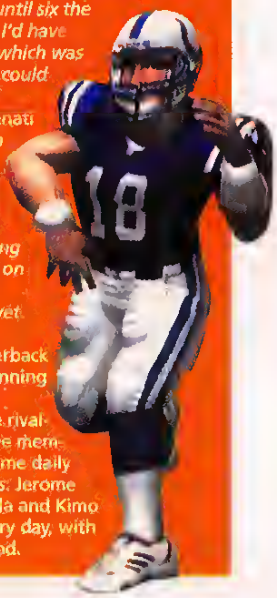
Sidelines

"I'd have to be a video game test-r. I'm a junkie. In college one time, I played from Thursday afternoon until six the next night. Man, just think of the power I'd have determining which game was good and which was bad. And the freebies would be great—I could supplement my income by selling them."

—Strong Safety Cory Hall of the Cincinnati Bengals explains what he would do for a living if he couldn't play football

"Edgerrin James is the best video-game player on the team. But now I have a chance to beat him. Soon, they're releasing NFL Fever 2002. I helped develop it. I log on to xbox.com all the time to check on its progress. Edgerrin hasn't even played it yet. I think I've got an edge."

—Indianapolis Colts quarterback Peyton Manning



Speaking of football players' video-game rivalries: ABC's Melissa Stark reports that three members of the Pittsburgh Steelers have become daily competitors in EA Sports' *Knockout Kings*. Jerome "The Bus" Bettis, Chris Fumatu Ma'alafala and Kimo Von Olhoffin battle it out in the ring every day, with Fumatu Ma'alafala usually getting the nod.

NBA Live 2002



Basketball has returned in full force with its regular plethora of issues. From sub-par MJ performances to that annoying new defensive three-second rule, the NBA seems to be constantly evolving (or devolving, perhaps). Rarely has an offseason involved the exchange and departure of so many different players. Even EA Sports couldn't bear to handle such unmanageable rosters. Though it has covered the basic and major transactions, the new EA Sports *NBA Live 2002* has never before featured such incorrect rosters—yet it offers no free agency pool stuffed with yet-unsigned players. Those interested in keeping with reality will want to consult our chart of signings, trades and player creations. (I know Isaiah Rider's stock is down, but his disappearance off the *NBA Live* map is a little ridiculous.)

What the game lacks in roster information it makes up for in play style. The



PlayStation version looks and feels better, but still plays like the old game. Directional passing is a little crisper, allowing those of us who are into the strict feel of the game a fair chance to compete with icon passers who dominate every game against the computer. The PS one *Live* closely resembles last year's model, with a default corner court angle and last year's annoying menu system, which continues to break stride with most other EA games in terms of menu management.

I'm happy to say the PlayStation 2 version has returned to the traditional EA Sports menu style (the **START** button features all options, ✕ takes you in and △ always takes you back out) as well as adopting a downcourt default viewpoint. EA has clearly taken some constructive criticism and—while keeping an eye on its competitors at Sony—has turned to a new viewpoint which gives the game a sense of reality that is unequaled in any prior *Live* release. EA has also switched the auto subs off as a default, meaning that no more annoying pre-game adjustments are needed to counteract the computer settings. This "first ever" is an intuitive must for people actually looking to manage their roster during the course of a simulation game. The player modeling and graphics have improved, of course—which means (and this shouldn't be any news) that EA continues to crank out the best darn basketball sim ever. So we implore you once again: Y'all got that *Live*?

Players to be Created

If you're a true NBA fanatic, you'll also want to pull out your old copies of *NBA Live* to get stats for players not included in this year's version. This list shows you who needs to be created and which version of *NBA Live* you'll find their stats in. There is a new rating category in *NBA Live 2002* called "Hardiness," which determines how much contact a player can take. For example, a player with a high Hardiness rating won't get knocked down on the floor as easily as a player with a wimpy rating. Look at the player's "Strength" and "Endurance" ratings to determine how tough they are. *NBA Live 2002* has also eliminated the "Clutch" rating. There are still a number of rookies and European players—like Tyson Chandler of the Bulls and Andrei Kirilenko of the Jazz—who need to be created, but unfortunately there are no *NBA Live* stats for them. You'll have to use your own NBA scouting instincts to determine their stats. You can find a lot of useful information like player career stats, height, weight, college and photographs on www.nba.com.

Players Found in *NBA Live 2001*

Player	2001 Team	Current Team
William Avery	T-Wolves	T-Wolves
Ricky Davis	Heat	Cavaliers
Chris Dudley	Suns	Blazers
Obina Ekezie	Wizards	Clippers
Antonio Harvey	Blazers	Sonics
Troy Hudson	Magic	Magic
Damon Jones	Grizzlies	Pistons
Darrick Martin	Mavericks	Kings
Lee Nailon	Hornets	Hornets
Kevin Ollie	Nets	Bulls
Isaiah Rider	Lakers	Nuggets
Larry Robinson	Hawks	Knicks
Shawnelle Scott	Spurs	Nuggets
Erick Strickland	Knicks	Celtics
Mark Strickland	Denver	Hawks

Players Found in *NBA Live 2000*

Player	2001 Team	Current Team
Sam Mack	Rockets	Heat
Sean Marks	Raptors	Heat
Vladimir Stepania	Sonics	Heat

Players Found in *NBA Live 1999*

Player	2001 Team	Current Team
Mitchell Butler	Cavaliers	Trail Blazers

NBA Live 2002 Roster Updates

Here we go again with our annual roster updates for *NBA Live*. The *2002* edition has a lot of players that need to be moved around, so get ready to do some tedious work! The Trade Players option in the Roster Management menu is pretty useless, considering that there are hardly any real straight-up trades in the NBA. The best way to start is to release all the players that need to be moved from their original teams first, then sign them into the appropriate teams from the Free Agent pool. In the list below, we'll show which players need to be released from each team and which team they need to be signed by. Players that haven't been signed by any team will be marked as "Free Agents."

Released Players

Team	Player Released	New Team
Atlanta Hawks	Matt Maloney	Free Agent
Charlotte Hornets	Corey Hightower	Free Agent
	Lorenzo Coleman	Free Agent
	Derrick Coleman	76ers
	Tim James	76ers
Chicago Bulls	Michael Ruffin	Free Agent
	Jake Voskuhl	Suns
Cleveland Cavaliers	Chris Gatling	Heat
	Jimmy Jackson	Free Agent
Dallas Mavericks	Khalid El-Amin	Free Agent
	Muggsy Bogues	Free Agent
Denver Nuggets	Aleksandar Radojevic	Free Agent
	Anthony Goldwire	Free Agent
	Robert Pack	Free Agent
	Terry Davis	Free Agent
	Kevin Willis	Rockets
G.S. Warriors	Chris Porter	Free Agent
	Corie Blount	76ers
	Vonteego Cummings	76ers
Indiana Pacers	Sam Perkins	Free Agent
	Derrick McKey	Free Agent
	Larry Ketner	Free Agent
L.A. Clippers	Derrick Strong	Free Agent
	Zendon Hamilton	Nuggets
L.A. Lakers	Peter Cornell	Free Agent
	Isaac Fontaine	Free Agent
Miami Heat	Cedric Ceballos	Free Agent
	Dwayne Causwell	Free Agent
	Todd Fuller	Free Agent
	Mike James	Free Agen
	Anthony Mason	Bucks
Milwaukee Bucks	Jason Hart	Free Agent
	Scott Williams	Nuggets
Minnesota T-Wolves	Reggie Slater	Nets
New Jersey Nets	Jim McIlvaine	Free Agent
	Sherman Douglas	Free Agent
	Doug Overton	Free Agent
New York Knicks	Larry Johnson	Free Agent
	Rick Brunson	Blazers
Orlando Magic	Laron Profit	Free Agent
	Corey Alexander	Free Agent
	Bo Outlaw	Suns
Philadelphia 76ers	George Lynch	Hornets
	Jerome Moiso	Hornets
	Robert Traylor	Hornets
	Cedric Henderson	Warriors
Phoenix Suns	Mario Elie	Free Agent
	Soumalia Samake	Free Agent
	Vinnie Del Negro	Clippers
	Jud Buechler	Magic
Portland T-Blazers	Arvydas Sabonis	Free Agent
	Will Perdue	Free Agent
	Priest Lauderdale	Free Agent
	Rod Strickland	Heat
Sacramento Kings	Art Long	
Sonics		
San Antonio Spurs	Sean Elliot	Free Agent
Seattle Sonics	David Wingate	Free Agent
	Jelani McCoy	Lakers
Toronto Raptors	Brian Skinner	Cavaliers
Utah Jazz	David Benoit	Free Agent
	Olden Polynice	Free Agent
Washington Wizards	Mike Smith	Free Agent
	Loy Vaught	Free Agent

Hard Core

Custom *Armored Core* Design

by Pat Reynolds

Hard Core is a special section of *Tips & Tricks* where we showcase some of the best custom Core designs created by you, our readers, in Agetec's *Armored Core* series of games for the PlayStation (and *Armored Core 2* for the PlayStation 2). Readers are also encouraged to challenge each other's Core designs; see below for information on how to submit your Core. Let's get on to this month's batch of new Core designs!

Sponsored by
Game Hits Unlimited
www.game-hits.com

Featured Core Design

Gamma

Designed by Brandon Perry of Raleigh, North Carolina



Parts
Head: HD-12-RADAR
Core: XXA-SO
Arms: AN-2S
Legs: LF-TR-0
Generator: GBG-10000
FCS: RATOR
Boosters: B-VR-33
Back Weapon L: WC-01QL Laser Cannon
Back Weapon R: N/A
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-FGI-00 Flame Shell
Optional Parts: SP-M/AUTO, SP-ABS, SP-SAP, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

Color Schema (General)
Base: Red: 64, Green: 2S, Blue: 23
Optional: Red: 00, Green: 09, Blue: 23
Detail: Red: 3S, Green: 23, Blue: 23
Joint: Red: 36, Green: 36, Blue: 23

Performance
Armor Points: 72S3
Weight: 650S
Price: 1,223,600

Grade: GREAT



There are two notable things about Brandon's Gamma: its audacious bright pink color scheme and the fact that it uses a weapon I almost never see in Core submissions, the WG-FGI-00 Flame Shell. This nifty gadget fires a fairly slow, bulky projectile that engulfs its target with fire on contact. For the duration of the burn (a few seconds), the victim continues to rapidly lose Armor Points, making the Flame Shell a great "fire and forget" weapon. Even better, Gamma is outfitted to take full advantage of the momentary confusion that a Flame Shell attack can cause. As soon as you set your target on fire, switch over to the Laser Cannon and start bombarding! Unless your opponent can calmly deal with the flame attack and keep moving, you'll be able to tack on even more damage.

Quicksilver

Designed by Mark Anthony Bobo, Jr. of Pekin, Indiana



Parts
Head: HD-01-SRVT
Core: XXA-SO
Arms: AN-2S
Legs: LF-TR-0
Generator: GBX-XL
FCS: RATOR
Boosters: B-PT000
Back Weapon L: RZ-Fw2 Radar
Back Weapon R: WC-01QL Laser Cannon
Arm Weapon L: LS-99-MOONLIGHT Laserblade
Arm Weapon R: WG-XP1000 Pulse Rifle
Optional Parts: SP-JAM, SP-CND-K, SP-S/SCR, SP-E/SCR, SP-EH, SP-E+, SP-DEtq

Color Schema (General)
Base: Red: 29, Green: 29, Blue: 29
Optional: Red: 00, Green: 00, Blue: 00
Detail: Red: 29, Green: 29, Blue: 29
Joint: Red: 00, Green: 00, Blue: 00

Performance
Armor Points: 7238
Weight: 679S
Price: 1,304,S00

Grade: GREAT



Here's the second design in this edition of *Hard Core* to use quad legs with the WC-01QL Laser Cannon. This is a great combination; the Laser Cannon is a fast weapon against grounded opponents, and the ability to move and fire it simultaneously makes any Core sporting this combo a threat. If you're fast on the draw and your opponent is easily frazzled, you may be able to use the Pulse Rifle stutter to your advantage with this Core as well. The Pulse Rifle causes its victim to freeze for a split second, hampering the other player and often causing some opponents to lose concentration and "hang" in place for a second, waiting for the Pulse Rifle effect to stop. Take advantage of this time to switch to the Laser Cannon and belt out a few rounds, increasing your damage and further disorienting the enemy with screen-filling explosions. If you continually move and switch up your weapons, you'll be able to run circles around your opponent and keep them off-balance.

If you're an *Armored Core* fanatic and you have a favorite Core you'd like to share with the world, send the specs, color scheme and a brief description to us at:

Tips & Tricks Armored Core Designs
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Now you can submit your Core designs online, on the Core Dump's *Hard Core* Submissions forum! Set your web browser to:
http://www.ac-coredump.net/cgi-bin/ikonboard//ikonboard.cgi

I'll personally take your Core for a test run and if it looks like a winner, we'll show it off here in the pages of *Tips & Tricks*. Note: I'm keeping an eye out for Core designs that excel in specific areas; i.e. Highest AP, Fastest Core, Most Expensive, etc. for a future awards edition of *Hard Core*. As always, overweight or otherwise illegal Core designs get tossed in the trash.

Armored Core 2 Designs

Vortex

Designed by Adam de Anda of Redlands, California



Parts
Head: ZHD-MO/EGRET
Core: ZCL-XA/2
Arms: EAW-DC10
Legs: ZLN-9001/A
Boosters: ZBT-H4/T
FCS: VERTEX-124/EE
Generator: GPS-BVX/10
Radiator: RRX-COT-GK10
Inside: N/A
Extension: BEX-BAMS-287 Anti Missile
Back Unit R: ZWX-IV/PURSUIT Pursuit Missile
Back Unit L: ZWX-IV/PURSUIT Pursuit Missile
Arm Unit R: N/A
Arm Unit L: N/A
Option Parts: SP-S/SCR, SP-ENE/SCR, SP-BCNDR, SP-CIR-K, SP-VIECH

Color Scheme
Base: Red: 10, Green: 7, Blue: 2
Aid: Red: 81, Green: 81, Blue: 81
Optional: Red: 99, Green: 0, Blue: 2
Detail: Red: 84, Green: 84, Blue: 84
Joint: Red: 20, Green: 20, Blue: 20

Performance
Armor Points: 7874
Weight: 8905
Price: 896,900

Grade: EXCELLENT



Vortex is a nice heavy Core, sporting two of the more deadly weapons in the game. The advantage to this design is that it can put the opponent down fast, but there are severe disadvantages as well. The fact that you'll have to rely on just two weapons (with limited ammo) and slow projectile speeds means that fast Cores will give you a hard time, especially in arenas with lots of obstacles. However, against slow enemies or in open arenas, Vortex can be incredibly destructive. The Pursuit Missile is especially devastating in open areas where the opponent has nowhere to hide. This weapon is hard to avoid; it comes in at different angles and can hit several times even if a couple of missiles are dodged.

White Tiger

Designed by Andrew Denton of Soddy Daisy, Tennessee



Parts
Head: ZHD-AG/TURRET
Core: ZCL-XA/2
Arms: EAW-DC10
Legs: ZLR-EE/STOL
Boosters: N/A
FCS: DOX-ELENA
Generator: HOY-B1000
Radiator: RPS-MER/A3
Inside: N/A
Extension: BEX-BAMS-287 Anti Missile
Back Unit R: ZWM-M24/1MI Middle Missile
Back Unit L: BRS-B-OSPREY Radar
Arm Unit R: N/A
Arm Unit L: N/A
Option Parts: SP-CIR-K, SP-M/AUTO, SP-VIECH

Color Scheme
Base: Red: 150, Green: 150, Blue: 150
Aid: Red: 0, Green: 0, Blue: 0
Optional: Red: 150, Green: 150, Blue: 150
Detail: Red: 0, Green: 0, Blue: 0
Joint: Red: 150, Green: 150, Blue: 150

Performance
Armor Points: 7234
Weight: 7349
Price: 711,800

Grade: GREAT



Both of the *AC2* designs showcased this month use the mighty EAW-DC10 weapon arms, but they differ vastly in the rest of their design. White Tiger is faster than Vortex and packs a versatile missile back unit—but like Vortex, this design may be hampered by faster opponents in obstacle-packed arenas. You'll also need to be very conservative with ammunition, as the weapon arms leave no room for the last-ditch attacks of a Laserblade. The best plan of attack for this Core is to hit from long range with missiles and move in with the arm cannons after pounding the opponent. Try not to let faster Cores get close or you may be in trouble.

HARD CORE NUMBERS

326 Number of Core Designs currently in the Big Box of Cores
22 Current number of *AC2: Another Age* designs in the Big Box of Cores
37 Designs received, so far, for the upcoming *Master of Arena* Battle of the Planets event
5 Number of *AC2* designs submitted for the *Master of Arena* Battle of Planets event
1 Number of people who wrote nice letters about their Core, but forgot to include the design in the envelope
14 Number of Core designs modeled after *Gundam* received in the last batch of submissions
2 Number of Core designs modeled after *Macross* received in the last batch of submissions
1 Number of Core designs modeled after *Giant Robo* received in the last batch of submissions
1 Cores named "MustKillPat" received in the last month
0 Number of Cores named "MustKillPat" that will ever be printed in *Hard Core*



TIPS & TRICKS COLLECTOR'S CLOSET



Are you a video game packrat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up enough money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this new monthly column is for you!

by Joe Santulli

THE ALADDIN: HOLY GRAIL OR COLLECTOR'S SPITTOON?



Depending on who you ask, this unusual collectible is considered either a great rare find or a forgotten item not necessarily worth its mysterious history. Let's shed some light on this one.

In 1991 Codemasters announced an innovation in the works for the venerable Nintendo Entertainment System (NES) dubbed "Aladdin." This peripheral would take the NES to new heights.

Essentially, the device is a plug-in to the console with an input slot to insert smaller, specially-designed Aladdin games. The plug-in added another 64k of memory and an additional graphics chip, giving the Aladdin-enhanced games power to allow the NES to compete with the newer 16-bit systems, particularly the Sega Genesis and the NEC TurboGrafx-16. In addition, the Aladdin peripheral contained a battery back-up that would allow you to save games without having to start from the beginning or enter a passcode. It seemed like a good idea at the time—the NES was still hot, and this would certainly help prolong owners' interest.

This is one of those anomalies to the electronic gaming world: a peripheral, completely developed, with seven compatible games available at launch, designed by a competent and successful company (Codemasters manufactured everything, with Camerica as the U.S. distributor of the product) ..shelved at birth. Unfortunately, though the product was solid, Codemasters pulled the plug on it, most likely because the $30 unit and its $19.99 games would arrive at a time when 8-bit developers (and subsequently, its consumers) had mostly turned their attention to those 16-bit competitors. As a result, the Aladdin and its games were manufactured in very limited quantities. My sources estimate that 8,000 "sets" were made in total.



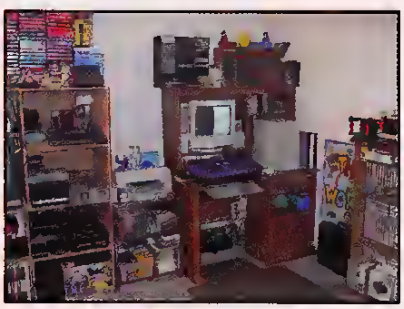
It's unfortunate, because Camerica had big plans for this. Unreleased games pictured on the back of the base unit include *Go! Dizzy Go!* (ostensibly a souped-up version of the game seen on *Quattro Arcade*), *Team Sports Basketball*, *Stunt Kids*, *Mig-29 Soviet Fighter*, *Bignose the Caveman*, *Metal Man*, *Bee-52*, *F16 Renegade*, *CJ's Elephant Antics* (also seen on *Quattro Arcade*), *Ultimate Stuntman* and *DreamWorld Pogie*. Many of these titles, like the ones that were ultimately released, are Aladdin versions of previous Camerica NES games.

Even if you wanted to buy an Aladdin and its games in 1992, you would have had to go through unusual channels to get them. Some distributors had them available via mail-order, and you may have been lucky enough to catch one of the home shopping networks like QVC selling them, but otherwise you were out of luck. They were never carried in retail chains.

Fortunately, I have a lead for NES collectors who may be interested in the Aladdin and its games. This is a good time to grab them, while there are still small clusters of them available. Video Game Connections—an independent game shop in Howell, New Jersey—has some brand-new complete sets available for $85. The set includes the base unit (packaged with *Dizzy the Adventurer*) and all six separately-released games: *Fantastic Adventures of Dizzy*, *Big Nose Freaks Out*, *Linus Spacehead's Cosmic Crusade*, *Micro Machines*, *Quattro Adventure* and *Quattro Sports*. The store can be reached at (732) 462-8343 or on the web at http://www.videogameconnections.com—tell 'em you read about it in *Tips & Tricks*. In addition, a fellow collector has informed me that an independent game store in Texas has a stash of them, so it stands to reason that there may be other independents across the country with the Aladdin in stock as well. If you have a local game shop that is NOT a retail chain, be sure to ask!



ROOM OF DOOM





Welcome to Alan Davis' "Room of Doom." Alan collects for about two dozen different systems; his swag includes complete sets of all U.S. releases for the Atari 5200, Atari 7800 and Odyssey2, and he's about 11 games shy of completing his Intellivision and Sega Master System collections. However, the highlight of his collection in this writer's humble opinion is his nearly complete NES collection—over 750 unique games!

I invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send two or three photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell me about the highlights of your collection.

SPOTLIGHT ON: VINTAGE GAMING MAGAZINES

In the 1980s, when video games first began to capture our attention, the magazine rack started filling up with publications showing us this brave new world of electronic entertainment. For the first time, we were given a sneak peek at the games that were being developed in secret labs deep beneath the earth's core by an ingenious group of techno-brains (most of whom worked for Atari, it seemed). We could read what the writers thought about the titles that we could only drool over as Mom and Dad walked us past the video game section at the local Toys "R" Us. And for the first time, we were given "hints" as to how to beat these games, giving us the edge we needed to obliterate our friends in head-to-head challenges.

Things haven't changed much since that time. Although *Tips & Tricks* represents the best you could ever hope to find in a video-game magazine, older magazines give you a glimpse of what gaming was like "back in the day" and they're STILL valuable references for conquering your favorite classic titles. Best of all, many of these magazines can be found on online auction sites or in vintage shops, sometimes even in comic book stores. In any event, they're easily obtained. I've listed here many if not all of these publications so you can start building a reference library for the "classic" age of gaming.



• ***Activisions* (eight issues):** You had to sign up through Activision to get these very small newsletter-style periodicals, which often gave us insight to the designers behind the scenes.



• ***Atari Age* (13 issues):** The official magazine of the Atari Club, *Atari Age* offered some exclusive games as well as details about what was coming soon from Atari.

• ***Atarian* (three issues):** This was a later Atari "house" magazine. Much thicker and more obscure than *Atari Age*.

• ***BLiP!* (seven issues):** A rather horrific magazine in comic-book format, produced by Marvel Comics. They should have stuck to the things they knew best. Still, the laughable covers alone are worth owning these unique collectibles.

• ***ColecoVision Experience* (three issues):**



This is the ColecoVision equivalent of *Atari Age*. Small, but packed with information.

• ***Creative Computing Video & Arcade Games* (two issues)**

• ***Electronic Fun with Computers & Games* (19 issues):** One of the mainstays of the era, this magazine did a little of everything. Loaded with game reviews, previews and tips, it was not as well written as *Electronic Games* but is great fun to read today.

• ***Electronic Games* (38 issues):** From 1981 through 1985, *Electronic Games* represented the staple in any gamer's reading. Always crammed with info on games that were about to be released (and often were not), it always seemed to understand the direction of the industry, thanks to veteran writers Arnie Katz, Bill Kunkel and Joyce Worley. Katz' editorial comments at the beginning of each issue were often dead-on predictions of what was about to happen. Look around and you might even find the *1983 Buyer's Guide* and *1984 Software Encyclopedia*, which are loaded with '80s-era video game pictures.



• ***Imagic Numb Thumb News* (two issues):** Only two of these were produced and mailed to those who signed up for Imagic's "Numb Thumb Club" (which was often advertised in the company's game brochures).

• ***Intellivision News* (six issues):** Available only through the mail.



• ***JoyStik* (nine issues):** The first magazine to concentrate heavily on tips for beating video games. *JoyStik* was way ahead of its time in terms of layout design, with gorgeous pages from cover to cover.

• ***Odyssey Adventure* (five issues):** N.A.P./Magnavox's house magazine for Odyssey² owners, available only through the mail.



• ***Videogaming Illustrated* (14 issues):** A surprisingly "adult" view of the gaming industry, but not much to look at despite its name. Much of *VI* was printed in black-and-white, with color pages scattered about inside. Still an excellent read, however.

• ***Video Games* (21 issues):** Another mainstay in those early years, *VG* took a very intellectual view of gaming. With this and *Videogaming Illustrated*, it's hard to believe that video games were considered "kid stuff" for most of that era.



• ***Video Games Player* (14 issues)**

• ***Vidiot: The Magazine of Video Lunacy!* (four issues):** Produced by the rock music magazine *Creem*, this is a poorly-done publication by an uninformed staff clearly trying to capitalize on the craze. Fortunately, it didn't last. If you're the kind of person who likes movies like *Plan 9 From Outer Space* or music by Lounge Against the Machine, you'll enjoy this, too.



ten tips to becoming a top-notch collector

Video game collectors are a varied lot, but there are sure-fire rules that work regardless of how much or what you collect. Follow these and you'll be on your way to building your collection as inexpensively and quickly as possible.

✪ **THE most important rule: Do your homework!** Keep up with the trends and capitalize on your information. For example, you SHOULD know that the PlayStation release of *Castlevania Chronicles* was produced in limited quantity, and at $19.99 new it should already be in your collection. The Digital Press website (www.digitpress.com) is aimed squarely at the collector. Use the DP "eBay Assistant" to track trends and help you to find exactly what you're looking for.

✪ **Set reasonable goals and focus on them.** Most of us have limited time and money to devote to gaming, so it helps if you zero in on a particular subset of games you want to collect (e.g. "all Activision games" or "all PlayStation games in the original big boxes").

✪ **As I mentioned in a previous column, always ask at garage and yard sales if the seller has video games, regardless of whether you see some for sale or not.**

✪ **When trading, call in a mediator.** It can get dicey between knowledgeable collectors, especially in trades that involve several items on each side. I often use an objective third party to be the "judge" in trades.

✪ **Put an ad in your local paper:** "Wanted: Atari or Nintendo games. Will pay cash." It's inexpensive to do so...and you'll be surprised how much is hidden in homes right on your block!

✪ **Never pay more for something than the "going price" on eBay.**

✪ **If it's rare and you can afford several of them, get several of them.** Extra copies of collectible items make great trade material, which you can use to secure something in a deal that you haven't been able to find in your travels.



✪ **If it's an uncommon game for a system you don't collect, grab it anyway...** for the same reason as the previous rule.

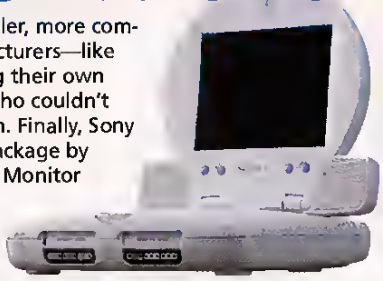
✪ **My "don't be a weenie" rule:** If you're selling or working a trade with "party A" and "party B" comes along with a better offer, ALWAYS allow "party A" a chance to counter-offer. Simple etiquette, but you'd be surprised how many times I've been "party A" and wasn't given an opportunity to improve my first offer. Dirty dogs.

✪ **If you think you will regret passing up a great deal, DON'T pass it up.** In 1984, Kay-Bee was closing out its Atari 2600 stock and had thrown all of its games into several giant bins. My friend Kevin and I went back and forth to Kay-Bee quite a few times to pick out the stuff that seemed to be constantly replenished. I ended up grabbing easily 30 or 40 titles, which included a few Tigervision games for my Atari system that I haven't seen boxed since (*Miner 2049'er II* and *Marauder* come to mind). But one game I passed on was *Springer*. I remember thinking, "Kevin already HAS *Springer*, and it sucks...let me pick up an extra *Keystone Kapers* instead." We were already collecting at that time, but were obviously unaware of what might be considered valuable many years down the road. It wasn't until this year's Classic Gaming Expo that I was finally able to obtain that game at a reasonable price. But when I think back to the fact that I once walked away from two or three of them—brand new in the box!—it kills me. For the past 10 years or so, I have not "walked away" from anything that was too good to be true if it was within my means.

JAPAN REPORT!

by Anatole Brown

Sony's Mobile Monitor



Since the release of the smaller, more compact PS one, several manufacturers—like Interact—have been creating their own mobile monitors for those who couldn't wait for Sony's official screen. Finally, Sony has completed the PS one package by releasing the official PS One Monitor (SCHP-130) in Japan for 14,800 yen. This RGB 5-inch monitor will eventually be packaged and sold together with the console as a set. The monitor comes with 1.0 watt speakers and separate A/V inputs for alternate audio or video inputs. No word yet on a U.S. release, but those of you who like to buy import goods will be relieved to know that this monitor will also work with the U.S. version of the PS one.

SEAMAN CAFÉ





Want some green tea? To commemorate the release of *Seaman* for the PlayStation 2, two coffee shops in Tokyo introduced the "Seaman Menu" to its customers. Veritas in Meguro and Zarigani Cafe in Shibuya both offer a limited edition *Seaman* lighter if you order from the special menu. Some of the grub you can order off the list include Dr. Gasse's wine and cheese set, Seaman-flavored tapioca pudding, Seaman salad and the mysteriously green Seaman cocktail. Sounds like stuff that grows hair on your chest! The PlayStation 2 version of *Seaman* is pretty much the same game as the one released for the Dreamcast, but the PS2 version will come with a special "Sea-mic controller." ASCII created two different controllers for *Seaman*: a standard model and a limited-edition model. The standard model has an interesting six-button and analog stick configuration with the microphone device jutting out from the top. The limited-edition model looks like some kind of alien communication device from the movie *Stargate*, with its gold sheen, round shape and cryptic symbols. The *Seaman* and Sea-mic set is available in Japan for 8,800 yen.









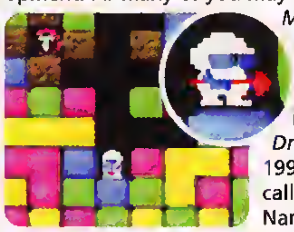
Check out this Limited-edition Seaman controller!



THE EVOLUTION OF MR. DRILLER



Here's a look at how a game character can evolve into something completely different as a game gets further in development. As many of you may suspect, Namco's *Mr. Driller* is without a doubt inspired by Namco's own classic, *Dig Dug*. In fact, the initial idea for *Mr. Driller* came about in 1996 and was then being called *Dig Dug 3* by Namco's internal staff. As you can see from the picture, the *Dig Dug* character was the star of the game. The same staff had to put the whole project on hold to develop *Ridge Racer Type 4* and work on *Mr. Driller* didn't resume until 1999. The game went through several name changes: *Dig Dug 3*, *Dig Attack* and *Driller Driller*. Even up until the last few months before the game hit the arcades, the staff was trying out different characters like the teddy bear. Finally in May of 1999, a month before the game hit the streets, the character Mr. Driller was finalized! Creation is truly a splendid thing!





GRAN TURISMO CONCEPT



This year at the 35th Annual Tokyo Motor Show, Sony introduced a new *Gran Turismo* game, *Gran Turismo Concept*. It will feature concept cars and futuristic sports cars that were displayed at the Tokyo Motor Show from several different auto manufacturers. The game will have all the full-blown attention to detail that people have come to expect from the *GT* series, allowing players to experience the feel of driving these high-tech wonders. The difficulty level, however, will be toned down considerably to allow casual gamers to enjoy the game as a kind of *GT-Lite*. Toyota's Pod car was the most popular vehicle at the show and will be the feature car of the game. The Pod car was designed together with Sony using several "emotion-based" concepts inspired by Sony's robotic dog, Aibo. For example, the car's headlights will light up with happiness when you enter the car or shed a tear from its LED lights (located under the headlights) to show its sadness when you exit the car. *Gran Turismo Concept* goes on sale on New Year's Day in Japan and will cost a mere 3,200 yen, about half the price of a regular PS2 game.





COOL ZONE

Every month we gather up all of the interesting items on our desks end throw 'em into the freezer. Because of this, we'll still have a clear conscience if a useless piece of junk should eccidentelly get mixed up with all of the neat stuff in the...



Redica's Gamester Trap Light for the Geme Boy Advance has two adjusteble "handles" that emit light. Each handle has rubber bumper guards for extra protection. Available for $9.99 in three standard GBA colors: Glecier, Indigo and Arctic.



Protect your Game Boy Advance with the sleek-looking Body Guard from Radica's Gamester line. The outer shell is made of e soft wet suit-like material. Aveilable for $7.99 in three different colors: metallic blue, purple and yellow.



Saitek's Digital Spark Desktop Cherger System for the GBA recharges to full cepecity every time with high-powered Nickel Metel Hydride batteries. The Charger System lets you cherge end pley et the seme time so your geming moments are never wested. It comes with four interchangeable bettery fecepletes ell in different GBA colors to match your own. Pick one up for $19.95!



Interect's Superpad for the Nintendo GemeCube has slight verietions from the regular GameCube controller which may be to your liking. The yellow C-stick has a wider renge of movement end the digital D-pad is different. You can also deactivete the rumble feeture with a handy switch. The Superpad comes in purple (Night Sky), metellic black (Cosmos), transparent blue (Ocean) or clear (Quertz) for $19.99.



Interect's Powerped is enother officially licensed Xbox controller. Like the Superped, the Powerpad also hes e rumble on/off switch. This beast is ectuelly lerger than the elreedy hefty Xbox controller. If you have the hands of Paul Bunyen, this may be the controller for you. Also evaileble in multiple colors—black, transperent blue and transperent green—for $24.99.



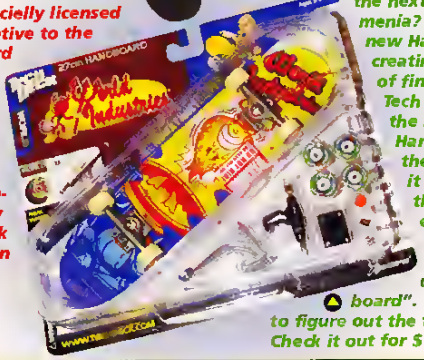


Naki's 3-in-1 Multi-Tap Stand is probebly the coolest packege we've seen in awhile. This PS2 stand also functions as e four-player multi-tap—AND it comes with a DVD remote for your PS2. The stand also acts es e DVD remote receiver. This unit definitely deserves praise as a well-designed third-party product. Available now for $39.99.

The Digital Spark Firefly Ultrabright Light System ($9.95) is powered by two AAA batteries so it doesn't suck the bettery life out of the GBA. It's elso pretty lightweight compered to some of the other monstrosities we've seen passing as GBA lights. The two pinpoint lights emit a soft, blue hue that isn't harsh on the eyes.



Gamester's Vortex is an officiellly licensed alternative to the stenderd Xbox controller. The Vortex is a tad smaller than the humongous peck-in controller end mey be more comfortable for many users. Silver, black end metallic green versions ere out there for $24.99 each.



Ready to graduate to the next level of skete menia? Try Tech Deck's new Handboerd! After creating the odd craze of fingerboerding, Tech Deck introduces the larger 27 cm Handboard. Like the Fingerboards, it comes with all the tools and extre wheels to customize your boerd. Don't ask us how to "hand-board". We're still trying to figure out the finger thing. Check it out for $14.99.



Ever want to go scuba diving with your Game Boy Advance? Well, we don't recommend it...but Saitek's Playable Protective Case from its Digital Spark line of products will at least allow you to play with your GBA in the rein or by the pool. The rubber buttons and water resistant "O-ring" seal guard your GBA from harmful moisture for only $14.95.

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